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THE AWARDS

I must be an unusually ornery individual. I've always been told that one is supposed to mellow as he grows older, but I seem to raise more ire with each passing day. Last issue I probably succeeded in alienating half the gamers in California by printing my review of PACIFIC ORIGINS instead of politely abstaining from comment. I find it particularly ironic that I seem to have been singled out in some circles (largely through my perhaps unfortunate ties with Atlanticon, Inc., an outgrowth of Interest Group Baltimore, the gaming club which started ORIGINS and which will sponsor it again this year) as a culprit in plotting to keep ORIGINS on the east coast. From my point of view, nothing could be further from the truth. Howie Barasch and I were instrumental in establishing ORIGINS as a traveling show. From 1977 through 1980 I did more, to my knowledge, than anyone involved with ORIGINS to encourage potential west coast sponsors to make a bid to host ORIGINS (including some of the principals of PACIFICON). Unfortunately, those same people and at least one hobby 'zine in California have apparently interpreted my involvement with, and enthusiasm for, our local group as hostility towards any west coast convention. I guess this means that a person can't enthusiastically support east and west coast conventions simultaneously. I haven't really figured out why, but for those who have already come to that conclusion I apologize for confusing you. In truth, I am probably the most avid supporter of a west coast ORIGINS because I can't wait for the chance to go back. Anyway, this time I thought I'd chance tweaking the noses of a few of my colleagues in the Adventure Gaming industry by

CZECH

GLADIATOR

THE SUBJECT, THE GAME, & EXPANSION OF THE ARENA

By: Thomas C. Springsteen

GLADIATOR, one of Avalon Hill's most recent game releases, can only be described as a gaming phenomenon. I have never known a game to attract such quantities of players from so many other varied subject, scale and period interests. The game, originally released by Battleline, apparently underwent extensive revision and received the usual Avalon Hill upgrading of components. Perhaps part of the reason for *GLADIATOR's* success is its uniqueness in several areas. Its low unit count (normally one man per player) allows for a wealth of simulation detail without the normal penalty of inconvenient game length. I have had games ranging in duration from two minutes (Yes, I lost and am still trying to rationalize what happened!) to an awesome duel between two massively armored heavy gladiators that lasted nearly two hours. Generally speaking, the 15-30 minute playing time indicated on the box appears valid. The short game duration time allows for numerous engagements in an afternoon or evening of play. As a matter of fact, the playing time and low unit density have enabled me to play a number of games over my lunch hour, and has generated a lot of interest in the hobby at the office! The short playing time has another subtle advantage. By gaining rapid experience with the system, players quickly absorb the

rules and are able to concentrate their attention on tactics and opponent's techniques. The result is that a novice player doesn't remain "trident-fodder" for long. In fact, our game club now has more tough Kirk Douglas/Spartacus types than I care to think about before entering the arena!

Another area where *GLADIATOR* is rather unique is its merging of the flavor of currently popular role playing games and the traditional "wargame". In many respects, it is a hybrid combination of the two. If one plays either of the campaign games, you discover that your gladiators develop different personalities and reputations that have psychological effects on your opponent as well as on your own style of play with them (i.e. reckless, cautious, bold . . .). The character development has one additional and very interesting result. Gamers seem to enjoy watching a match almost as much as participating in one (shades of the Colosseum!!). Champions and villains emerge, with everyone enjoying witnessing a justly deserving gladiator in the campaign game getting his rightful due (to the snorts, hoots and chuckles of the spectators). Being both fun to watch and a good simulation, it has enabled many a spectator to follow the action and become interested in the hobby.

The purpose of this article is three-fold. First, I hope to provide "color" to the game by presenting some of the history behind the subject. This hopefully, since the game is a reasonable simulation, will also prove beneficial in development of tactics. The second portion of the article is intended to provide someone unfamiliar with the game with a critique of its components and system. Lastly, the final section will expand the system, allowing players to introduce new types of adversaries and incorporate a solitaire play option.

THE SUBJECT

One disturbing, and disappointing, feature of the game was its lack of designer's notes. A few rule ambiguities could have been clarified and additional enjoyment added to a good system, by including a historical section on the subject with appropriate designer commentary. This section will hopefully void that omission.

I feel that the purpose of providing the history of a subject is basically two-fold. First, it provides interest, "color" if you will, on the subject. A large part of gaming is the vicarious thrill and enjoyment that it produces. Familiarization with the situation and atmosphere of a simulation greatly enhances

this facet of the hobby. The second benefit derived from a historical review of the subject is that it can directly benefit your play. If a game is a reasonable simulation as well, strategic and tactical lessons recorded in history can be applied with good results to the gaming board.

Few periods in history have received more attention than the Roman Republic. It is one of the most colorful and awesome eras of mankind's history, as is readily evidenced by both literature and Hollywood. An interesting and unique segment of that era was the spectacle of gladiatorial games.

Originated in Etruria, in central Italy, the first exhibition of gladiatorial (LAT. Gladius "sword") combat was held in 264 B.C. as a funeral celebration. The sons of Brutus Pera gave a "spectacle" of three duels in his honor during the funeral ceremony. The Romans, always great borrowers, were first introduced to gladiatorial combat through the Etruscans, one of their most formidable opponents in the conquest of Italy. To the Etruscans, the gladiatorial combat was a form of human sacrifice originally associated with the solemn ritual surrounding death. Once the games were transferred to Rome, however, they gradually lost their religious significance and, under the Roman social system, were transformed to a very different purpose. That purpose was the gratification of the enormous urban proletariat, which demanded, among other things, that it should be amused.

Although there were many arenas built throughout the empire, none can compare to the amphitheater known as the Colosseum. Some historians feel that the Colosseum's name originated from the colossal statue of Nero which stood nearby. Most, however, feel that it was a tribute to the amphitheater's gigantic size. Begun in the year 72, the inaugural festivities were held in the year 80, in the still uncompleted amphitheater, which was finished in 96.

The statistics of the Colosseum are truly astounding. Occupying six acres, the elliptical structure was four stories (over 150 feet) high, it measured 620 by 513 feet and enclosed an oval arena 287 feet long by 180 feet wide. Most historians estimate that between 45,000 and 50,000 spectators were accommodated. (Madison Square Garden in New York holds 18,903.) Around the arena, behind a lofty 13 foot protective wall, rose a spacious podium, or marble terrace. The ornate marble seats were reserved for senators, priests, and high officials. Above the podium was the suggestrum, or high lodge, where the emperor and empress sat on thrones of ivory and gold. Above them rose tiers of marble seats divided into two main zones: the first for distinguished private citizens, the second for members of the middle class. A third zone was allocated to the foreigners and slaves, and a fourth to women and the poor. On the roof was stationed a detachment of sailors from the imperial warships, and it was their task to attend the massive velarium, a colored awning that protected the audience against sun and rain. Scattered fountains threw up jets of scented water to cool the air. At noon most of the spectators hurried below to eat lunch. Concessionaires were on hand to sell food, sweets and drinks. Occassionally the emperor would feed the entire multitude. If contests were held at night, a circle of lights could be lowered over the arena and the spectators. Bands of musicians performed in the interludes and accompanied the climaxes of the combat with exciting crescendo.

From the first modest Roman "spectacle" involving three pairs of duelists, the games sometimes reached awesome proportions. Gaius Julius Caesar exhibited contests of such proportions that the senate was impelled to limit the number of contestants. This ruling did not prevent him from exhibiting 300 pairs on one occasion. In 46 B.C., after

his defeat of Pompey, he presented a miniature holocaust that involved 1,000 ordinary gladiators, 60 mounted men and 40 elephants. The largest contest of gladiators recorded was that given by the emperor Trajan to celebrate a victory over the Dacians in 106 A.D., with no fewer than 5,000 pairs of contestants.

Sham naval battles were occasionally held in the arena or on nearby artificial lakes. The largest of these naval battles, or *naumachia*, was staged by Claudius on Fucini Lake (now called Lago di Fucino), sixty miles from Rome. Twenty-four triremes (three banks of oars) and twenty-six biremes (double bank), all regulation oceangoing warships, were divided into two equal fleets and manned by 19,000 criminals. The victorious survivors of the spectacle, witnessed by a crowd of over 500,000 spectators, were given a pardon.

A particularly popular spectacle were the "hunts" (*venationes*) where wild beasts fought men or each other. The dictator Sulla (93 B.C.) once exhibited 100 lions in the arena; Julius Caesar had 400. In one day under Nero, 400 tigers fought with bulls and elephants; on another day, under Caligula, 400 bears were slain. Pompey once had a spectacle with 600 lions, 20 elephants and 410 leopards. Claudius made a division of the Praetorian Guard fight panthers; Nero made them fight 400 bears and 300 lions. After Trajan's victory over the Dacians, he had 11,000 animals killed in the arena, 3,000 in just two days. At the dedication of the Colosseum, 5,000 animals died. Many animals were introduced to the arena: elephants, rhinoceroses, tigers, lions, leopards, panthers, bulls, bears, hippopotami, boars, crocodiles and pythons to name but a few. The Colosseum was sometimes transformed into a jungle scene or other terrain by adding trees, rocks and other props for these battles. In some of the conflicts, one of the pair of animals was attached to a chain staked to the center of the arena. In others, the animals were chained together—just about any conceivable match was explored. At times, the restricted arena was filled with a variety of beasts. Specially trained gladiators called *venatores* and *bestiarii* were often matched against the animals. Both forms of gladiators will be addressed in more detail later. Before the *venationes* were finally abolished in the sixth century, many noble species of wild animals vanished from the Roman Empire: North Africa had lost its elephants; Nubia its hippopotami; Mesopotamia, the lions recorded in Assyrian bas-reliefs; and Hyrcania, its famous Caspian tigers. These, and many others, had been chased out of their natural habitat or exterminated for the Roman audiences.

Due to the length of time covered by the gladiatorial games, from the first three pairs in 264 B.C. until their abolishment by Emperor Honorius in 404 A.D. (though criminals were still condemned to fight beasts for at least another hundred years), the nature of the conflict underwent substantial evolution. At the highest level the matches were exhibitions between highly trained, skilled, professional gladiators and were more of a sport. Because the gladiators were extensively trained in special schools (Ludi), fatalities were relatively rare and missus often granted. Sometimes draws were declared and both opponents were allowed to cease combat and withdraw. In the lowest level, the games degenerated to matches to the death between untrained opponents. Sometimes the victor was forced to continue combat with a fresh gladiator until only one was left at the end of the day, and he (if a criminal) was sometimes still executed. One aspect of the period, not discussed in this article, was the wholesale public extermination of particular groups (especially the Christians) in the arena. The following descriptions reflect the pomp and ceremony of the games in their hey-day.

A typical day started with bloodless duels which were often comic or fantasy related. Women, dwarfs and cripples performed with weapons often made of wood. The blast of the tuba, or war trumpet, heralded the beginning of the main performance. The spectacle opened with a parade of chariots carrying the contestants, who were robed in purple and gold-embroidered cloaks. The gladiators dismounted and circled the arena. Behind the contestants came slaves displaying each gladiator's helmet and weapons. The helmets were especially splendid pieces of workmanship. They generally had visors covering the whole face, a wide brim, and a lofty ridge on top which frequently bore a crest of ostrich or peacock plumes. Forced gladiators were escorted into the ring by a troop of trainers/managers supported by slaves brandishing whips and/or hot irons to motivate fighters who seemed too timid to move forward.

As the procession reached the emperor's box, each gladiator stopped, extended his right arm and uttered the proud and defiant cry: "*Ave, imperator, morituri te Salutant!*" (Hail, Emperor, men soon to die salute thee!). Suetonius records that once the Emperor Claudius, a notoriously impulsive and unstable person, answered the gladiators' claim that they were "soon to die" by vulgarly shouting back "or maybe not", which so offended and unnerved the contestants that they threatened to break off the show. The Gladiatorial Corps, although largely recruited from criminals and POWs, had a strong sense of professional dignity. Opponents were often drawn in a formal drawing of lots, followed by a weapon inspection ceremony, and finally the initiation of combat.

The rituals following combat have come down to us, and are perhaps even more interesting. A defeated but surviving gladiator could appeal for mercy by throwing away his shield and raising a finger of the left hand; then, unless the emperor himself were present, it was his victorious adversary who either spared or condemned him. Going against the crowd, however, could have an adverse effect on the fate of a gladiator when *his* moment of truth arose. Occasionally a gladiator was killed by a man he had previously spared. An epitaph to a fallen gladiator advised all those that followed after to: "Take warning from my fate. Give no quarter, whoever the fallen may be!"

In the sovereign's presence, the crowd advised the ruler by waving cloths and displaying upturned thumbs, shouting "Mitte!" (Let him go free), or downturned thumbs and "Jugula!" (Cut his throat!). The ruler would decide the gladiator's fate by granting his plea or, with *pollice verso*, downturned thumb, order immediate execution. An individual costumed as Hermes (herald and messenger of the gods) verified death by prodding the fallen gladiator with a red-hot caduceus. Death being established, an attendant arrayed as Charon (Etruscan minister of fate) took possession of the soul by administering a blow to the head with his emblematic hammer.

At the end of a show lists were prepared: P meant perished; V meant vanquised his foe; M meant missus (sent off), indicating that he had lost but been allowed to depart. The triumphant survivor of many fights became a hero. He received magnificent rewards, cheers, a palm branch or crown, and he carried from the arena a silver dish heaped with prize money. In fact, some professional gladiators complained that they were not allowed to fight often enough!

The life expectancy and chances for freedom of a gladiator varied with the era in which the games were conducted. Freedom could be granted at any time by the emperor for a particularly outstanding feat. More commonly, the gladiators had to survive a required time or series of combats to gain freedman status. These requirements seemed to vary

with the period. A common prerequisite was three years' survival in the ring, followed by two years of slavery, after which freedom was granted. In the age of Nero and Claudius, a gladiator trying for freedom had to survive one last duel—single combat with an elephant! It is difficult to be certain how many times a gladiator had to face death. Some games lasted several days, and sometimes as long as a month. Sometimes a gladiator had to fight twice in the course of a spectacle. One gladiator named Felix opposed the same retarius after several days' interval. Twice defeated, he was granted missus by the crowd the first time and condemned the second. Generally speaking, it appears that gladiators were only required to engage in combat several times a year. A gladiator named Juvenis, for example, was killed at the age of twenty-one after four years in the profession, and had had only five combats. Many, killed between age 20 and 25, fought only seven times. This average agrees to documented records of men in their thirties. Some enrolled at the age of seventeen or eighteen and died young, barely past twenty. Rarely did a gladiator reach the age of thirty without at least twenty victories credited. One gladiator that reached that age, named Flamma, had the following record: wins, 21; "stans missus" (draw, and both granted mercy), 9; missus (lost, but granted mercy), 4, owing his life to the generosity of the spectators.

Gladiators were classified into major types, based on the arms or methods of fighting. There were as many as fifteen distinct types and numerous variations. During the imperial era, the Roman gladiator was usually one of four main classes:

THRACIAN—Heavily armored. Heavy, elaborate helmet. Body (except chest) covered with pieces of metal and leather. A small shield was held in the left hand. He wore a red loincloth supported at the waist by a sword-belt (*balteus*). Both legs were covered by metal half-cylinders (*ocreae*) fixed against the shin of the leg. With Thracians, this greave also covered the knee and a small part of the hip. The left arm was covered by a leather sleeve reinforced by metal scales (*manica*), leaving only the fingers exposed. The offensive weapon was either an unusual sword bent at nearly right angles, or a fairly short sabre (*sica*) which was curved like a scythe. His normal adversaries were either the *hoplomachus* or *myrmillo*. Heavy and slowed by the armor, the Thracian concentrated his efforts on attack, depending on his armor for protection. Only a small shield was granted due to the extensive armor. Lower endurance was a factor in the combat, due to the massive protection.

SAMNITE (divided into two types: *HOPLOMACHUS* and *SECUTOR*)—adapted from formidable Samnite warriors encountered and vanquished by Rome in the early days of the Republic.

Hoplomachus/Samnite—Heavy helmet, but nearly naked. Held a large, rounded, oblong shield which completely covered him when held in front, exposing only head and feet. it was similar to the large quadrangular shield carried by the Roman Legionary. He wore an *ocrea* on his left leg and leather bands (*fasciae*) on the wrists, knee and ankle of the unprotected leg. Armed with a sword, the hoplomachus was deprived of his normal opponent's (Thracian) heavy armor, but compensated with the enormous shield. Being less encumbered, he was more agile and less prone to endurance loss. Thus, an extended combat was to his advantage.

Secutor/Samnite ("Chaser", so named because he pursued his antagonist)—The heavy, spherical, plumed helmet gave this warrior an imposing appearance. Wore *ocrea* on left leg and a sort of *cuirass* (spongia) covering the chest. He was protected by a type of shield known as the *scutum*, quadrangular and concave, flaring out slightly at the top to protect the shoulders and chest. The secutor's shield was sometimes referred to as a buckler. Armed with a sword (*gladius*), the secutor was the special opponent of the retarius. Some sources go so far as to say that a secutor did not oppose any other type of gladiator. His danger to the retarius lay more in the force and shock of his attack than in the mobility suggested by his name. Characterizing an ordinary infantryman, the secutor was a well-balanced and deadly foe.

RETARIUS—Generally was unarmored, or very lightly protected by a broad leather belt about the lower trunk. Unlike most other gladiators, he wore no helmet or greaves and carried no shield. His sole armor was generally a *manica* (see THRACIAN) on his left arm, specially modified by adding a wide metal shoulder piece (*galerus*) to protect the head, neck and shoulder from lateral blows. He generally carried three weapons—a trident, a net, and a small dagger. The trident, generally kept thrust out by the left arm, was as much a defensive weapon as an offensive one. The most distinguishing feature of the retarius was the net (*iaculum*), which was fringed with small lead weights to open into a circle when thrown. He attempted to entangle his clumsier opponent in the net and kill him with the trident or dagger. If the net attack was unsuccessful, a cord attached to his wrist enabled him to snatch it back. If he succeeded in ensnaring his opponent or tearing away his shield, the battle was almost won, but if he lost his trident (as must have often happened, since he was provided with a dagger as an auxiliary weapon), he had to have exceptional skill in order to defeat in hand to hand combat an enemy now armed to the teeth in comparison.

The retarius never fought another retarius. He nearly always fought a secutor (symbolizing the struggle between water and fire; on one side pure, elusive movement and on the other the irresistible force of the flame) or *myrmillo*. His main advantage was his mobility and the range of his weapons. It was to the advantage of the retarius to extend the engagement, whittling away at his opponent from a distance, and utilizing his higher endurance due to the lack of heavy armor.

MYRMILLO ("fisherman", because he wore a fish-shaped crest and usually fought the retarius, or net-wielder)—Wore special fish-crested helmet (*murma*), the fish being the insignia of the Gaul. The helmet was otherwise smooth, to reduce chances of ensnarement by the net of a retarius. The myrmillones generally fought wearing only helmet and a loincloth, but were compensated by some form of shield; their faction of gladiators were sometimes called "little shields". One source states that myrmillo was sometimes clad in iron and breastplate. He carried a heavy straight sword (*scutum*), or possibly a pike (depending on his adversary), and was specially trained in shield handling. His normal opponent was either the retarius or the Thracian. The myrmillo could be especially dangerous, as he had many of the advantages which were individually unique to other gladiators. His helmet and skill with the shield gave him significant protection, but the lack of heavy armor allowed increased mobility and higher endurance. His heavy straight sword was a fearsome offensive weapon.

A number of other types of gladiators were notable, and worth mentioning. They include:

BESTIARII—Specially trained, professional gladiators that contended with wild beasts in the "hunts" (*venationes*). Sometimes, in certain periods, criminals condemned to the beasts were referred to as bestiarii. They were protected by iron plates covering the chest or fringed shoulder-guards similar to those of the retarius. Occasionally full armor was worn, identical to that of a heavy gladiator: helmet, shield, greaves and sometimes coats of mail. They had no weapon capable of keeping the animal at a distance; the beast was confronted with a sword at close quarters.

VENATORES ("Hunters")—The other form of animal-fighting gladiators who were "volunteers who fought with a noble weapon". In the days of the Republic, barbarians sometimes were forced to fight as venatores. The characteristic weapon was a hunting spear reinforced by an iron point (*venabulum*). They were clothed in a simple, close-fitting tunic and had no protection other than leather bands on the arms and legs. One unique and special form of combat involved attachment to a huge wheel that alternately swung him within an animal's grasp and then lifted him high above it!

VELITE—A light gladiator. No armor or helmet, few protective leather straps, small shield (if any). Weapon was a spear, sword or dagger. Very fast but very vulnerable. High endurance due to lack of encumbrances.

DIMACHAE—Fought with a short sword in each hand.

ESSEDARII—Fought from chariots.

LAQUEATORES—Armed with either a lasso or a slingshooter.

ANDABATE—Special form of gladiator matched against an identical opponent. Head was imprisoned in a full visored helmet which completely blinded the andabate. In effect, they fought a deadly game of "blind man's bluff". A coat of mail covered the entire body. Their special training emphasized swordsmanship and strength in finding and striking the vulnerable joints of the cuirass.

The above were the chief contestants, but the Roman Gladiator Corps had many other minor classes of combatants including boxers, archers and horsemen. Although the major adversaries were as previously discussed, it was not unkown to match gladiators against non-standard opponents and/or weapons.

One may find sources containing contradictions to the information presented in this article, but the material represents the general consensus of the best sources available. The games went through many changes in the approximately 700 years of their existance. I hope that this article has provided the reader with an interesting overview of the subject which will make the game more colorful, and perhaps, aid in keeping your face out of the sand. Beware of Greeks bearing forked tridents and let the games begin!

THE GAME

The purpose of this segment of the Gladiator Trilogy is to provide an overview of the game itself and its individual components. This segment should be particularly useful to players new or unfamiliar with the system. Certain ambiguous areas of the game will be addressed in more detail for the benefit of those that have the game or are experienced in its play. As was stated in the introduction of this Trilogy, the game has gained extreme popularity within my circle of friends in a very short time. A number of reasons contribute to this wide acceptance: Short game duration, good playability/simulation blend, the character role playing aspect, efficiency and quality of the various components, and the fact that it is an enjoyable spectator game. The following is a brief critique of the various components contained in the game.

THE BOX

Yes, I'm reviewing the box! Why not start from the exterior and work our way in?—especially with a package so deserving of comment. The game is boxed, like its brother *CIRCUS MAXIMUS* (chariot racing), in Avalon Hill's new size, generally used for "gamette" versions of other subjects. The

box is an offshoot of the bookshelf format and is both convenient/attractive to store and sufficiently large enough to comfortably contain the other game components.

The cover art is colorful, action packed and quite appealing. Several aspects of the cover art are interesting and, I think, deserve comment. The gladiator armed with the sword and small shield, known as a myrmillo, is left-handed. This is unusual, and was especially disturbing to an opponent normally trained to combat standard right-handed foes. The possibility of a left-handed opponent is also one of those small details not overlooked in the game itself. His net and trident wielding opponent, the retarius also merits some comment. The protective helmet and right leg greave that he wears were definitely unusual, although common in the game. The retarius normally was unarmored except for protection on the left arm, which he normally used to hold the thrust-out trident for defense. The right arm and the rest of the body was generally unencumbered to allow for mobility and freedom of net actions. Despite his unusual, and seemingly misplaced attire, the retarius's protective arrangement could be interpreted to mean that he was also left-handed. The cover, then, may actually be depicting a most unusual and interesting combat! Who says a box is not worthy of commentary?

THE GAMEBOARD

The approximately 11″ × 16″ gameboard is relatively plain, but attractive. The playing surface is endless (no boundaries to the arena), but not geomorphic due to the border which completely surrounds it. I personally prefer the aesthetics of this board rather than a more conventional geomorphic style. If necessary, the gladiators can be shifted back to the center of the playing surface, but I have rarely found this to be the case. The light brown board has the game title and a positional advantage indicator printed on each end. The playing surface is sub-divided into 1″ hexes for movement and range determination, and is pleasingly printed in a grainy, sand-like texture.

THE GLADIATORS

Each of the twelve 1″ wide × 2″ high figures provided in the game are back-printed with a rear view image of the gladiator. When mounted in their holding bases, they give a three-dimensional feel to play. The unit counters are, in effect, inexpensive miniatures. The gladiator counters are divided into four main classes: heavy, medium, light, and retarius.

HEAVY GLADIATOR—
Counters 1, 2, and 3 represent heavily armored gladiators. I feel that this counter is the most striking, both in artistic presentation and in exuded menace, of the four types. Representing the Thracian style of gladiator, this unit is by far the most heavily protected. Of the six styles of armor available for this gladiator, none leave *any* portion of the body totally exposed to harm. In addition, he is always given a large shield for protection, except when facing a retarius, where the rules always call for the opponent to have a small shield. The head region is totally protected in five out of six cases by a massive helmet, which makes him nearly impervious to damage in this critical area. The formidable armor allows the heavy gladiator to concentrate nearly all of his efforts (CF—Combat Factors) in attacks rather than defensive actions. This opponent can be expected to be a very hard hitter and often wins in a single blow or two. He is rarely dispatched quickly, and usually succumbs to multiple attacks/wounds over a period of time. His two major weaknesses are, ironically, directly related to his massive armor. Due to the weight and encumberance of the gear, he is very slow (moving only four of the eight movement phases in a turn) and vulnerable to endurance loss (lowered CF) in an extended conflict.
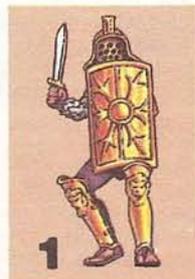
MEDIUM GLADIATOR
—Counters 4, 5 and 6 represent medium armored gladiators. Probably the most colorful of the gladiators, in both the game and real life, this piece represents the secutor/myrmillo/hoplomachus gladiator forms. The actual piece in the game depicts a myrmillo, with his fish-crested style of helmet. This gladiator is the toughest to categorize. The game allows him a wide variety of armor types, ranging from relatively poor armor to armor nearly equal to that of a heavy. In five of the six armor styles, one body area is left totally unprotected. Most areas containing some armor are generally exposed, in varying degrees, to a well-placed blow. Like the heavy, he is always given a large shield, except, again, when facing a retarius. The allocation of combat factors toward attack and defense is much tougher for this combatant than the previously mentioned heavy gladiator. His armor will not give total protection, but excessive use of combat factors for defense greatly reduces his chances of creating wounds from his attacks. His speed is standard, being allowed to move five of the eight movement phases in a turn. He has just enough speed to allow maneuvering for a positional advantage, but not quite enough to stay out of trouble from a faster opponent. His endurance is good, but will often begin to be a negative factor in the latter turns of an extended battle. The strengths and weaknesses of this gladiator allows the most opportunity for creative and skillful play for the experienced player—and for a sudden, fatal wound for the novice.

LIGHT GLADIATOR—
Counters 7, 8 and 9 portray lightly protected gladiators. Representing the velite form of gladiator, the art work of this piece clearly conveys the desperate lack of protection. Containing very few armor options, with the few available being relatively poor, this unit is by far the most vulnerable to wounds. He will have anywhere from three to five of the five body areas totally unprotected in his various armor combinations. His shield is almost always a small one. A light gladiator is not destined to survive long. The final turn-to-face move allowed prior to combat in the game, exposes the light gladiator to terrible wounds even if he has gained a positional advantage. Often a positional bonus of combat factors gained in an attack are dissipated by the better armor of an opponent. Against another light, it is always most critical to deliver the first blow. The light gladiator's two main advantages are his speed and endurance. He is very mobile, being allowed to move six of the eight movement phases in a turn. His high endurance can give him an edge in combat factors over a fatiguing opponent in the latter turns of a lengthly engagement—if he survives long enough! I would like to offer one slight modification to the rules at this point. If a light gladiator were allowed to carry a spear/trident for a weapon, he would become a much more interesting and dangerous adversary. He could use the two-hex range of the spear, his mobility and high endurance to full effect, with less likelihood of wounds inflicted from close combat. If he were skillful, he could attain victory from a distance. If he were not, sudden death from close quarters!

RETARIUS GLADIATOR
—Counters 10, 11, and 12 represent the special form of gladiator presented in the Advanced Game rules. The retarius counter is probably the most unique and interesting of the four types. The armor and weapons in the art work on this piece appear to be historically accurate, but misplaced. (See commentary on box cover art work.) The game classifies the retarius as a medium gladiator and allows the armor configuration possibilities as his normal opponent. I believe that this is an error and the reader should reference *The Subject* portion of this trilogy for the standard attire configuration. I feel that the entire situation could be most easily rectified by reclassifying the retarius as a light gladiator, with the armor possibilities of a medium.

The retarius's major advantages lie in his unique weapons. He is armed with a trident, which gives him extended range, allowing for attacks outside an opponent's reach. The negative aspects of this weapon are its likelihood of breaking when it is parried, and the fact that it can only be used at half combat strength as long as the retarius is in possession of something in his other hand. The other weapon wielded by this gladiator is the net. Used to ensnare or unbalance his opponent (it has a range of up to three hexes), it constitutes a deadly one—two punch when utilized with the trident. The only disadvantage of the net is that when used in an unsuccessful attack attempt, it is useless for several phases while it is being recovered. As previously stated, the main advantage of the retarius lies in his weapon capabilities and range. Being classified as a medium gladiator, he has no speed or endurance advantage over his historical opponents (also mediums). The suggested reclassification to light gladiator would be more historically correct and provide him with more clear-cut advantages and disavantages.

As a final comment on the various gladiators, their armor/weapon capabilities and resulting advantages or disadvantages in combat may be affected by one other variable. The physical characteristics of the man himself (the game allows up to 36 possible combinations of ratings for training, strength, agility, constitution and combat capabilities) may alter conventional techniques associated with any particular class of gladiator. In addition, as the gladiator and/or his opponent have wounds inflicted, strategies may have to be quickly altered—nothing is forever in the arena!

UTILITY COUNTERS
*LARGE SHIELD—*Definitely useful and worth picking up, if safe, whenever possible. When

destroyed or discarded, it is useless. In either case a player should be careful not to back over one (or get pushed over one!) to avoid falling. A gladiator who is down near an opponent had better hope his will is in order.

SMALL SHIELD—Same comments as that of the large shield, except that it should be noted that when a small shield takes damage, it begins to deteriorate much faster than a large shield.

SWORD—If you don't have one, it is priceless and should be picked up at all costs. If you have a weapon, why bother? Just stand on it!

TRIDENT—Same comments as related to the sword. A broken trident may still possibly be used at one hex range. If you have a mobile, unarmed opponent, you might consider exchanging your weapon for the increased range of an undamaged trident laying in the sand.

NET—To pick up or not to pick up, that is the question. If you have a shield and your opponent is still armed, I say leave it be. ("Shield strikes" become body hits when no shield is present—a net won't stop cold steel!) If you are a retarius and still have your trident, I would probably not risk attempting to pick it up, but would instead attack from two hex range at full strength with the trident. In any case, don't get one behind you.

KNEELING GLADIATOR—Rarely used, this counter is used to denote a gladiator that is in a special defensive (?!) stance, or in the process of recovering from a fall. I have never seen this counter used. It is difficult to imagine a situation where it would be useful or safe to voluntarily utilize it. In the case of a fallen gladiator, most do not survive long enough to reach a kneeling stance!

THE GAME CHARTS

At the central core of the system are the game charts printed on both sides of the sheet labeled "Gladiator Tables". On the front side, the first two charts outline the standard actions, special actions, and legal combinations of the two, allowed during the gladiators' movement phase. These two charts act as a quick reference during play, and often preclude the need to thumb back through the rule booklet.

The next two charts are used to determine the gladiators' armor and physical characteristics prior to entering the arena. The players determine what class of gladiator they will be representing—heavy, medium, or light. The armor tables for each class list six possible armor and shield combinations, which are determined by a die roll. The physical characteristics chart contains 36 possible individuals with varying ratings for training, strength, agility, constitution and wounds. The characteristics are randomly determined by rolling two dice and cross referencing the result on the matrix of the chart. The information from these two charts is next transferred to the "gladiator log pad" for easy reference and modification during combat.

Of the four remaining tables on the front of the sheet, two deal with gladiator collisions during the movement segment of a turn. Table 7.5 is used to determine the impact of each gladiator. The impact factor is a result of combining a die roll and two or more of the Die Roll Modifiers (DRM) listed in the chart. The DRMs reflect the effects of various factors including speed, position, strength, etc. The gladiator with the higher Impact factor is labeled the attacker, and play transfers to table 7.52 to determine the results of the impact on the loser, or defender. The defender will always suffer some adverse effects, namely stun factors, which reduce the attack and defense capabilities (at least temporarily) of the combatant. In addition, he must check for the possibility of stumble in the next phase.

The final chart printed on this side is "8.42—Attack Sequence Chart". In the game, each player may allocate his combat factors to between one and five attacks of varying strengths; generally, the more attacks allocated, the weaker they are. This chart shows the exact sequence of the attacks allocated by both gladiators. An attack can reduce or negate one or more of the opponent's following attacks in a turn. It is, therefore, often most important to deliver the first blow.

The back of the "Gladiator Tables" page contains the bulk of the combat charts. The three most critical tables, and the heart of the game, are contained on this page. They are the "Combat Results Table", "9.1—Wound & Stun Severity Table" and "9.4—Critical Hits".

The "Combat Results Table" is used to determine the results of an attack by comparing the force of an attack with a three dice roll. The possibilities include: Bad miss (attacker off balance and vulnerable), miss, shield strike, shield edge strike, parry (with weapon), special parry (with weapon and shield in combination), and a hit (in varying degrees of strength). Depending on the result of the blow, various other tables may be consulted.

If a hit is attained, table "9.1—Wound & Stun Severity Table" is consulted. If armor is present, its effect (if any) on a three dice wound check roll is determined. The wound (if any) severity is assessed, and a final check of possible severe damage is made by throwing two dice and checking "9.4—Critical Hits Table" (which is full of all sorts of nasty little surprises!). The three combat tables mentioned above are printed one below the other, with the series of throws and checks progressing smoothly and naturally.

If the attack resulted in something other than a body hit (see "Combat Results Table" commentary), then one or more of a series of additional tables may be consulted. These tables assess shield damage and/or drop, and possible weapon drop from parry actions. In addition to these, this side of the "Gladiator Tables" sheet contains a few miscellaneous tables. The tables are used for: stun recovery; throwing weapons/shields; kicking dropped weapons/shields; possible stumbling as a result of collisions, net attacks or backward movement over an obstacle; and possible endurance loss effects.

Seven tables are for use by the retarius, who is introduced in the Advanced Game. They cover net attacks (toss, swing or lay) and their various chances for success and possible results. An entire article could be written on the retarius and these tables alone. Table "18.5—Trident Parry (P*)", however, is especially worthy of comment. Any time an opponent parries a retarius trident attack with weapon and shield, there is a possibility that the trident snaps and is dropped. If broken, an additional check is made to determine if the trident head is still usable. If it is successful, the trident segment may still be used, but at a range of only *one* hex!

The final table on this side of the sheet is the "Missus Chart". This is the "mercy" chart used by a gladiator who is down, but still alive (for the time being, at least). Basically, the rule of thumb is that the more attack versus defensive combat factors used by a gladiator, the more chance he has of success. However, it also seems logical that a low number of combat factors allocated to a defense may be the very reason that the gladiator is using this table!

As a final comment on the tables and charts used in the game, I feel that they offer a good simulation that is also playable. The only negative (if you can call it that) comment that I have concerning the tables is the reasoning behind the structure of some equations. I feel that several could have been written in a little more logical format.

The equations give the correct (and realistic) results, but the supportive logic is not always readily evident. A player following the instructions as written, without question, *will* always get realistic results, and time should not be spent sifting through the reasoning.

THE RULES

I feel that the sixteen page rule booklet (including a two page duplication of the "Gladiator Tables" sheet) is excellent. This is one of the rare products that is not only rich in simulation, but exceptionally playable as well. The game is played by two or more players, each controlling either a single gladiator or a team of gladiators. The hexagonal divisions on the game board represent a distance approximately one yard wide and each turn represents approximately 40 seconds (thus the eight phases in a turn equal five seconds each).

Orders for movement and combat are written on a gladiator log sheet. The log also is used to record the armor and physical characteristics of the gladiator, and to note any wounds/stun received and their cumulative effects on performance. Movement is simultaneously plotted and then executed. Collisions are resolved and stun recovery attempts checked. Finally, attacks are executed, net attacks being resolved first. Combat resolution is basically a two set process. Gladiators in position to attack an enemy simultaneously allocate the body areas to be attacked/defended, and record the force of each attack. Attacks are compared and resolved in the sequence indicated in table "8.42—Attack Sequence Chart", and as previously described in the discussion on game tables.

The rules are well laid out, and generally quite easily understood. The Basic Game covers normal shield/sword type combat between single gladiators. The Advanced Game introduces the retarius form of gladiator and his unique weapons. Also included in the Advanced Game are provisions for team combat where multiple opponents are simultaneously opposed. Finally, the Campaign Game allows a gladiator to gain experience (numerous advantages) as he wins contests, but may also suffer crippling effects (permanent, negative disadvantages) from his injuries. If he survives ten battles, he becomes the Emperor's Champion and gains his freedom. An alternate Campaign Game allows the building of gladiator stables, and is won financially by winning paper bets using Roman Sesterces (currency).

Despite my enthusiasm for the rules, I feel that there are several areas that need clarification, correction or modification. For those with the game, I will refer to them by their section number.

4.0 *(Sequence Of Play):* Currently reads " . . . place the gladiators in the center of the map area, facing each other, and four hexes apart." It should read " . . . place the gladiators in the center of the map area, facing each other, with *three empty hexes* between them."

This simple statement has been the result of many arguments. Some place the gladiators with four empty hexes between them, and some use three empty hexes. If four blank hexes are allowed, a gladiator can never reach his opponent (except when armed with a trident) in the first movement phase. The result is that players nearly always mark the first phase as a "non-movement phase". I feel that the rewording is realistic, with the gladiators *just* out of reach, and makes the first turn/phase much more challenging.

4.2 *(Turn Plot)* / **4.31** *(Phase Plot Step)* / **6.1** *(Turn Plot):* These three segments constitute the most critical ambiguity in the game. The basic question is—should *all* non-movement phases of a turn be *pre-plotted* in the Turn Plot Segment, or are they allocated as the individual phases are plotted? 4.2

DEFENSE MODIFICATIONS FOR GLADIATOR

By Don Greenwood

When I had finished the development chores for the AH remake of *CIRCUS MAXIMUS* and turned to its sister publication *GLADIATOR*, I must admit that I was less than ecstatic. Although both games needed considerable cleaning up, to me there was an obvious difference. *CIRCUS MAXIMUS* was a great deal of fun to play and I didn't have to ask twice to find enough volunteers for an eight player test session. I almost hated to pronounce the game ready for publication for it meant that I no longer had an excuse to play it. The euphoria ended when I started work on *GLADIATOR*. Whereas *CM* was simple and exciting, *GL* was convoluted and far too heavily dependent on luck. A complete rewrite of the rules made it understandable, but not a whole lot more exciting. Oh, it had its moments . . . mostly humorous ones where playtesting revealed ludicrous circumstances for some poor devil in the arena. We managed to correct most of the problems but for me it remained a nongame— just something that had to be done so I could get on with other projects.

Heresy? Does this guy still work for AH? How dare he criticize his own game? Well, just because I don't care for it doesn't mean it is a bad game. Some of my favorite games are firmly entrenched near the bottom of the RBG, and others which I've written off as worthless receive rave reviews in the hobby press so I guess I shouldn't be surprised that some people such as Mr. Springsteen are so enamored with it. The short playing time and the attendant capability to engage in major Campaign Games during the course of a single afternoon's play are major attractions. Doubtless old Steve Reeves fans and others of that ilk predisposed to the vicarious thrill of decapitating a foe with a single swing of an imaginary sword will find it quite entertaining.

For me, however, the game remains too luck dependent. Even the best maneuvers can be overcome by favorable dice rolls and although that in itself is not necessarily bad, the extent to which it seems to occur is. The players just don't seem to have a strong enough role in the determination of their own fate—perhaps because the advantage DRMs are diluted by the greater range of a three dice CRT. That, coupled with the feeling that the game system does not sufficiently reward the commitment of CFs to defense left me unsatisfied with the end result.

Since publication, however, I have grown increasingly convinced that the combat system could be improved upon by falling back on one of the oldest gaming mechanics—the matrix. The simplified version below goes a long way towards addressing the imbalance of offensive and defensive CFs in the game and also gives each player a bit more control over his own fate without undue complications to the combat system.

The game is played exactly as before except that each player has the option to select one defense card in place of a two CF defense allocation during each phase. He makes his selection by recording the letter of the defense card selected in the appropriate defense block (A in block 1, B in block 2, etc) during the Combat Factor Allocation (8.3) step. The player may still commit other CFs to the defense of other body areas normally and he may choose to not use a defense card at all, but he can never use more than one defense card and must have two CFs

to allocate to the purchase of that defense card as well as meeting all other qualifications for use of the card.

The Duck defense can be used only if the defender is not currently under the effects of Stun. The Duck defense yields an automatic "No Effect" result to any attack against the defender's head. In addition, the attacker is assumed to be off-balance and will be the victim of a +1 DRM to the next attack made against him in that phase *unless* he makes a subsequent attack before the defender does.
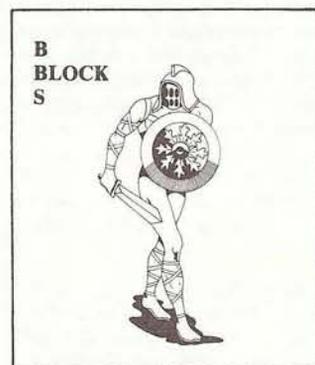
The Block defense can be used only if the defender has a shield. The Block defense yields an automatic "S" result to any attack against the defender's chest. Checks for shield damage must be made normally.

The Back Step defense can be used only if the defender is on his feet and not currently in a Stumble mode. The Back Step defense yields an automatic "No Effect" result to any attack against

the defender's groin. However, the defender is assumed to be off-balance and must add a –1 DRM to *his* next *attack* made during that phase *unless* the attacker makes a subsequent attack before the defender does.
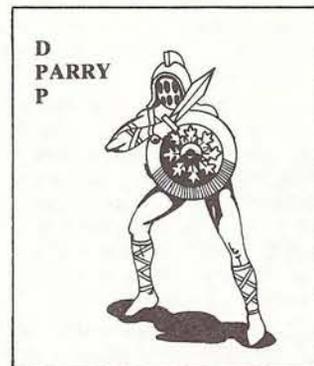
The Parry defense can be used only if the defender has a weapon and has not lost more than two CFs from his arms. The Parry defense yields an automatic "P" result to any attacks against the defender's arms. Checks for weapon drops must be made normally.
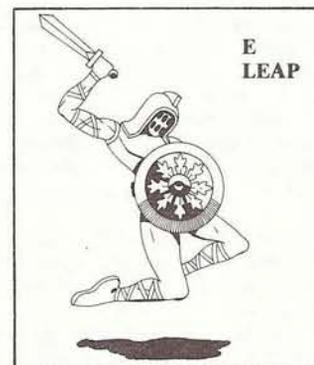
The Leap Defense can be used only if the defender is on his feet and has not lost more than two CFs from his legs and/or endurance. The Leap defense yields an automatic "No Effect" result to any attack against the defender's legs.

Inclusion of these defense choices makes the guessing portion of the game wherein you try to outwit your opponent with the old think-double think routine much more interesting. This becomes especially true when one of the contestants has been injured or lost the ability to play a card. A glaring deficiency can be momentarily protected by massing CFs to the defense of a critical area, but only at the expense of the attack and no one survives in the arena for long without attacking. However, with these cards you may hold on long enough to gain a reprieve and strike a saving blow.
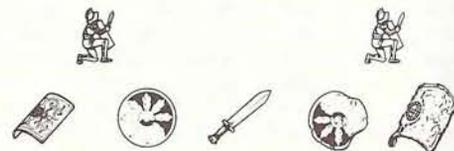
states "No actual writing or action is done at this time."; 4.31 states "Even if a gladiator cannot move in the current phase, the player should conceal that fact from his opponent until the next step by writing several "X's" in that particular phase section of Display 15."; section 6.1 states "At the start of each turn, each player must decide the particular phases of that turn in which he will *not* move and secretly signify such by crossing out the relevant phase boxes in Display 15.".

The conflicting statement in 16.1 should be deleted. When this material was changed late in the development process we didn't catch this cross reference. Players do not have to plot their non-movement phases in advance—only be aware that they are limited in the number of phases they may move.

6.3 *(Standard Actions), Stumble:* "A stumbling gladiator must check for a falling prone (14.3) result." This check should be made *after* movement notation but *prior* to movement execution, and supersedes any marked movement if a fall results.

6.4 *(Special Actions), Left and Right turns:* Any number of left and right turns may be executed in a movement phase where a turning Special Action is legal. (Example: RRR, FQ, LL). NOTE: multiple turns are implied by the "Allowed Special Action" restriction note for Stumbling on the "Gladiator Tables" sheet, which specifies that only *one* left or right turn is allowed in combination with a stumble.

7.2 *(Movement Collisions)* & *(Collision Impact Factor DRMs):* If both gladiators *moved*, and end their movement in the same hex, a collision occurs but *no* modifiers for positional advantage are received by either gladiator. (This would not be true if one gladiator did not leave his hex *and* did not change his facing.)

7.53 *(Impact Factor):* "Check to see if defender stumbles (14.1)." This check should be made immediately after stun resolution, but the stumble results/attacker benefits do not go into effect until the *next* phase.

12.5 *(Throwing Weapon/Shield):* This title should read (and include), "Throwing Weapon/Shield or Abandoning *Net* (Advanced Game)".

18.3 *(Use of the Trident):* "As long as the Retarius has possession of his net, he wields the trident with only one hand and thus all such attacks are made at half their normal CF (fractions rounded down in favor of the defender)." When does this rounding down take place? The best bookkeeping method is to cut the total number of attack factors in half prior to area allocation, and then allocate/resolve normally. Additionally, it should be noted that the word "attacks" in the statement implies that any or all combat factors allocated to *defense*, are *not* halved.

21.3 *(Experience Points):* "A gladiator may 'buy' any one of the following bonuses as a permanent improvement for an expenditure of the listed number of experience points." Each experience bonus can be purchased only *once*. (The only possible exception might be "training", but even it should be restricted to a maximum of two such purchases.)

In conclusion, despite a few faults, I feel that *GLADIATOR* is one of the best games to come along in years. It could well become a "classic" in wargaming. At $9.00, it constitutes an exceptional value for your dollar. I heartily recommend it to both the newcomer to the hobby and the hard-core wargamer. I think that both will enjoy many hours of fast-paced action with this most challenging game.

THE EXPANSION

This portion of the article is meant to expand the simulation by introducing new forms of combatants along with appropriate rule additions/ modifications for their incorporation. As was detailed in the historical segment of this trilogy, entitled "The Subject", wild beasts were extensively used in the arena and an integral part of most spectacles. Since the game did not address that portion of the period, this section will concentrate on that area of conflict.

This expansion will introduce some of the major animal adversaries that participated in the arena. An additional form of gladiator, the venatores (discussed in detail earlier), will also be incorporated. The expansion is oriented in two major directions. First, a solitaire play version of Gladiator vs. Beast, will be introduced. The solitaire variant will hopefully provide an enjoyable method for players to sharpen their gladiatorial skills. Second, it will allow for multi-player (two or more) combat, where at least one of the players controls the actions of a beast.

Preface to the variants: Any odd situations arising during play should be logically resolved, or left to fate by using a friendly roll of the die.

SOLITAIRE COMBAT— GLADIATOR VS. BEAST

The rules for this variant are identical to those of the game except as follows:

I. "Gladiator Log Pad" Modifications

A. The gladiator will either be a Bestiarii (Heavy Gladiator), or a Venatores (Special Light Gladiator—see this segment of the trilogy for details).

B. The animal(s) will be selected or determined randomly. The animals' characteristics will be determined using Table A, and recorded on the new "Animal Log Pad", Table B. Note that all animals (except the wolf) occupy two hexes.

II. Game Board Modifications—Various battles between gladiators and beasts often occurred simultaneously in the arena. In order to help keep them separated, and to restrict the movement area of the animal, the arena was occasionally partitioned. To reflect this fact, the edges of the playing surface (outer edge of printed hexes) now become a wall.

III. Play Sequence Modifications

A. The gladiator (solitaire player) does not mark his moves, and *always* moves first (non-movement phases are still allocated). Standard and/or Special Action movement limitations are still in effect. This increases playability and generally reflects a beast's mobility.

B. The animal's movement is checked *every* phase, and controlled by a three dice roll: one red die is used to determine distance, two white dice are used to determine type of movement. Tables C and D are respectively consulted for detailed movement instructions.

IV. Collision Modifications

A. A collision will occur anytime the animal's movement path ends in, or *crosses* a hex occupied by a gladiator—*even if he also moved*. This is a rule change for this variant only.

B. If a collision occurs, resolve normally, except for using the additional impact DRMs indicated on Table E.

C. If a gladiator is forced into a wall by "losing" a collision, he will lose consciousness and be killed (being at the mercy of the beast).

D. If an animal "collides" with a wall, an actual collision does not result. A die is thrown: If the result is 1—4, the animal consumes its remaining (if

any) movement that phase, *along* the wall. The animal will move along the wall in the direction of least resistance. If the result is 5—6, the animal rebounds away from the wall and consumes its remaining (if any) movement on a path angled away from the contact point. The animal will swing in the direction of least resistance (see Diagram IV-D, below). NOTE: If there is any question of direction, roll the die again: odd = left, even = right.
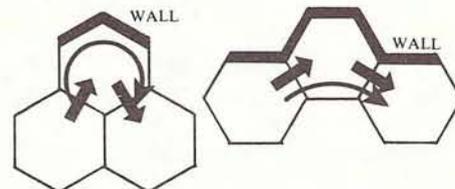
DIAGRAM IV-D (WALL CONTACT REBOUND)

V. Combat Procedure Modifications

A. The gladiator will allocate his combat factors first, recording all attacks normally on the "Gladiator Log Pad". Positional advantages and attack limitations against animals are determined using Table F.

B. Unlike gladiators, *animals will not turn to face an attacker* (8.12).

C. The animal will attack when the gladiator is in one of its three frontal hexes. The attacks are allocated as follows:

1. Roll one die to determine the number of attacks: 1—2 = one attack, 3—4 = two attacks, 5—6 = three attacks.

2. Combat Factors are distributed evenly between all attacks. Odd CFs are added to the first attack. If only one attack is made, *all* combat factors are allocated to it. An animal *never* has defensive allocations.

3. The location of the attack(s) is determined using Table G.

4. Combat is conducted normally from this point, except for the following modifications:

a. All non-miss (-) results against an animal are converted to hits (H).

b. Parries (P & P*) of an *attack by the animal* by the gladiator forces an Area #4 wound check on the *animal*, as well as a weapon drop check by the gladiator.

c. If the animal receives a wound, use the new "Animal Critical Hit Table" (Table—H) to resolve any potential additional damage.

All of the current game rules are in effect, except as noted above. It is suggested that the gladiator experience/crippling effects, detailed in the Campaign Game, be incorporated for increased challenge. As an additional comment, I would recommend using wolves when a player opts to have multiple simultaneous animal adversaries. Good luck and remember that these opponents don't grant "missus".

MULTIPLAYER COMBAT— GLADIATOR VS. BEAST

All rules for this variant are identical to those in the game except as noted below:

I. "Gladiator Log Pad" Modifications—Same as those detailed in previous variant, Section I.A. and I.B. (Note "Speed" column in Table A.)

II. Game Board Modifications—Same as in game rules; changes detailed in previous variant (Section II) can be incorporated as an option.

III. Play Sequence Modifications—Same as in game rules, except animal movement possibilities as per Table I.

one hex
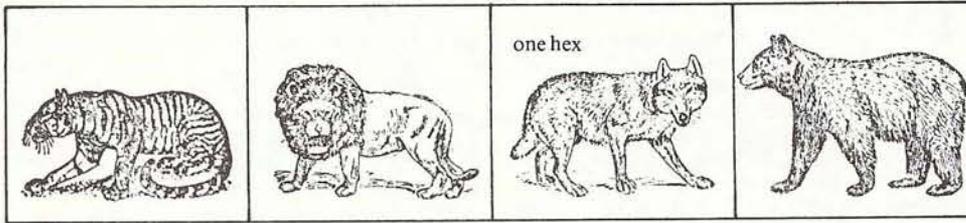
TABLE—A: ANIMAL CHARACTERISTICS

Animal	Cunning*	Strength	Agility	Combat Factor	Wounds	Constiution	Speed**
Tiger	2	11	3	16	16	4	6
Lion	2	9	3	14	14	3	6
Leopard	3	3	4	10	10	2	8
Bear	1	9	2	12	18	4	5
Wolf	3	1	4	8	6	1	8

*"Cunning" column corresponds to "Training" category for gladiators.

**"Speed" column is used in the multiplayer variant only, and refers to the number of *phases* per turn that movement is allowed. All animals have four movement factors per movement phase in multiplayer variant.

All animals except wolves and erect bears occupy two hexes.

TABLE—B: ANIMAL LOG PAD

Body Areas
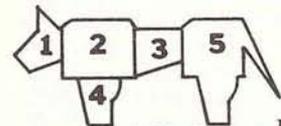
Type_____ 3. ID #_____ 4. Move_____

Physical Characteristics

CUN	ST	AG	CF	W	CON	SP

Body Area Wounds Record

Area 1: Head

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
K	-1	-1			-1				-1			-1			-1		-1

Area 2: Chest

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
K	-1	-1			-1			-1			-1			-1			-1

Area 3: Groin

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
K	-1		-1			-1			-1			-1			-1		

Area 4: Fore Legs

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
K	-1	-1			-1			-1			-1			-1		-1	-1

Area 5: Hind Legs

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
K	-1	-1			-1			-1			-1			-1		-1	

9. Combat Factors

10. Stun Factors

Attack Allocations

1 2 3 4 5   1 2 3 4 5   1 2 3 4 5   1 2 3 4 5

Turn & Phase Plot Record

T	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6	Phase 7	Phase 8
1.								
2.								
3.								
4.								
5.								
6.								

TABLE—C: RANDOM ANIMAL SPEED

Red Die	1	2	3	4	5	6
Move*	1	2	3	4	5	Hold

*Table—D results for "2" & "12" supersede *any* Table—C result.

TABLE—E: GLADIATOR/ANIMAL COLLISION
7.5 COLLISION IMPACT FACTOR DRMs

DRM	Condition
+2	Heavy Gladiator
+1	Medium Gladiator
+2	Gladiator has large shield
-2	Gladiator has no shield
+2	Per hex the gladiator moved *forward* this phase
+1	Per hex the gladiator sidestepped *forward* this phase
+4	Gladiator is rolling
-3	Gladiator is ensnared
-1	Per hex gladiator moved or sidestepped backwards this phase
-2	Gladiator is kneeling
-3	Gladiator attempted to recover weapon/shield
-2	Gladiator is stumbling
-1	Per stun factor of previously stunned gladiator
+ST	Add Strength modifier of gladiator
+AG	Add Agility factor of gladiator
+?	Add modifier for positional advantage *(see 8.2)*
+4	Animal is a tiger
+3	Animal is a lion or bear
+1	Animal is a leopard
+2	Per *each* new hex entered, inclusive of gladiator's hex (do *not* count excess movement factors that would have carried the animal *beyond* the impact hex).

NOTE: When determining stun effects on animals, ignore additional weapon drop & shield drop results, but *include* the prone result.

TABLE—F: GLADIATOR POSITIONAL ADVANTAGES & ATTACK LIMITATIONS VS. ANIMALS
POSTIONAL ADVANTAGES*

+2 +6 +4 / 0 ANIMAL +1 / +2 +6 +4
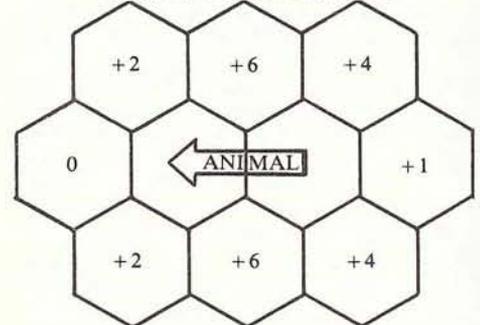
AREA ATTACK LIMITATIONS (ALLOWED BODY AREAS)*

1,2,4 ALL 3,5 / 1,4 ANIMAL 5 / 1,2,4 ALL 3,5

*NOTES: For wolves (single hex animal), treat the same as a gladiator. Vertical bears (reared) are a special case; see second variant's section (V-C) concerning combat modifications.

TABLE—G: RANDOM ANIMAL ATTACK LOCATION & SEQUENCE

1	2	3	4	5	6
Head	Chest	Groin	Arms	Legs	(re-Roll)

*If location has attack already allocated, move to next higher numbered body area until empty area is found. All attacks moving to area 5 (legs) *remain* there, adding their proportion of the combat factors to that area's total attack factor. (Only *one* attack allowed from this area; first allocated determines attack sequence.)

IV. Collision Modifications—Same as in rules, except for modifications detailed in previous variant, Section IV.B, C., and D.

V. Combat Modifications—Same as rules except as follows:

A. Unlike gladiators, *animals will not turn to face an attacker* (8.12).

B. Positional advantages and attack limitations against animals are determined using Table F.

C. *IMPORTANT:* Bears in the vertical position (reared), can attack only areas 1, 2, & 4 of the gladiator, but receive an automatic (+4) CF positional bonus. They are treated like a gladiator for positional advantage determination.

D. All non-miss (–) results against an animal are converted to hits (H).

E. Parries (P & P*) of an *attack by the animal* by the gladiator forces an Area #4 wound check on the *animal* as well as a weapons check on the gladiator.

F. If the animal receives a wound, use the new "Animal Critical Hits Table" (Table—H) to resolve any potential additional damage.

G. All animal combat factors must be allocated to attack, *none* may be used for defense. Normal attack distribution limitations remain in effect (i.e. one attack per area and half combat factors maximum in any one attack).

OPTIONAL GLADIATOR TYPE

VENATORES (HUNTER) GLADIATOR— Same characteristics as a Light except as follows:

1. No shield.

2. Armed with spear (treat the same as a trident).

As a final commentary concerning potential expansion modifications, I would like to say that a little research and imagination can produce interesting results. Unusual weapon types, arena terrain modifications (rocks, trees, water, pits, etc.), and numerous other animal types can be documented. For those who would like to really make their game a showpiece, a number of companies manufacture 25mm gladiator and animal figures; consult your local hobby dealer.

I hope that my *Gladiator Trilogy* has provided the reader with some insight into the fascinating subject that the game simulates. If it has sparked the interest of someone unfamiliar with the game, perhaps we will meet in the arena.

Comments and/or questions should be directed to Thomas Springsteen, 5533 South 20th St., Lincoln, NE 68512. Those expecting a reply should include a stamped, self-addressed envelope.

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TABLE—D: RANDOM ANIMAL MOVEMENT

White Dice	Result	Symbol	Notes
2	Back	B	Back One
3	Whirl Left	WL	*(See Note #1)
4	Pause	X	No Move
5	Tight Circle Left	TCL	*(See Note #2)
6	Circle Left	CL	*(See Note #3)
7	Forward	F	FWD
8	Circle Right	CR	*(See Note #3)
9	Tight Circle Right	TCR	*(See Note #2)
10	Pause	X	No Move
11	Whirl Right	WR	*(See Note #1)
12	Rush	RS	*(See Note #4)

CRITICAL NOTE: The animal moves per Table—D *until* it directly faces the gladiator (same hex row); it then consumes any remaining movement factors moving directly toward the gladiator.

*NOTES:

1. Move will be "WL" (or "WR") × # of moves (i.e. WL, WL, etc.). If the animal is a two hex size (non-wolf), it will pivot about its rear hex; a wolf will simply change hexside facing the required number of times called for in Table—C.

2. Move will be "TCL" (or "TCR") × # of moves (i.e. TCL, TCL, etc.). The animal enters the appropriate hex directly adjacent to the one immediately in front of it. (The rear of the animal will now occupy the hex vacated by the animal front.)

3. Move will be "CL" (or "CR"), then Forward, repeated until required number of moves is consumed (i.e. CL, F, CL, etc.) When circling, the animal enters the appropriate hex directly adjacent to the one immediately in front. (Reference Note #2.)

4. After gladiator moves, the animal will charge at a 6 hex rate *(superseding any Table—C result)*. It will use the most direct path; if two paths are equal, use the one giving the highest positional advantage. Any intersection with the gladiator hex results in a collision.

TABLE—H: ANIMAL CRITICAL HITS*

(Critical Hit # 2 dice + [each WD 1])   *Table—H*)

Area Hit	Dice Roll 2-6	7	8	9	10	11	12	13	14+
1 Head	—	1	1	V	S	2S	2×	3×M	K
2 Chest	—	—	1	1	1	1	ST	2×M	K
3 Groin	—	1	1	ST	2×	2×	2×M	3×M	K
4 Forelegs	—	—	1	1	ST&AG	ST&AG	1&AG	1&LMP	2×M
5 Hind Legs	—	—	1	1	ST	AG	LMP	LMP	2×M

*Use *definitions* of gladiator critical hit table results (9.5).

TABLE—I: MULTI-PLAYER ANIMAL MOVEMENT TABLE

Action	Symbol	MF Cost	Allowed Combinations	
Forward	F	1 Per	With F and/or (FL *or* FR)	
Forward-Left	FL	1 Per	With F and/or (FL Only)	***
Forward-Right	FR	1 Per	With F and/or (FR Only)	***
Pause	X	All	None	
Back	B	All	None	
†Whirl Right	Ⓡ	All	None	
†Whirl Left	Ⓛ	All	None	
Rear Up	▲ 0	All	None (Up)	
Rear/Turn/Adv.	▲ 1	All	None (Up & Adv. 1 Hex Left)	*
Rear/Turn/Adv.	▲ 2	All	None (Up & Adv. 1 Hex Fwd)	BEARS**
Rear/Turn/Adv.	▲ 3	All	None (Up & Adv. 1 Hex Right)	* ONLY
Rear Up/Avot	▲ P	All	None (Up & Change Face 1 Hexside)	
Drop Down	▼ 0	All	None (Down)	

*Change facing during advance.

**When bears rise, they occupy only the rear (single) hex; when they drop down, they reoccupy the hex directly in front as well.

***For a "FL" or "FR" move, enter the appropriate hex on either side of the hex immediately in front of animal (rear of animal will now occupy hex previously vacated by front of animal).

†A whirl consumes all movement factors and *always* consists of a 180° move, pivoting about the animal's rear legs/hex (unless a collision results at which time movement stops and Table E is consulted).

THE WISDOM OF THE ARENA

Assessing Your Chances in Gladiator   By Bob Medrow

Back in the old days, before game designers discovered that you could put more than one die into a box, things were a lot simpler. No, this isn't going to be a lecture on the subject of the good old days; I belong to the group who believe that things have generally been getting better during most of the 20 + years I've been a part of this hobby. But "better" frequently brings with it some degree of complexity, and so it is with *GLADIATOR*.

To simulate with any degree of faithfulness the range of events which occur in man-to-man combat requires that many factors be incorporated into the game. To have omitted these details would have been to rob this game of much of its charm. Surely, much of the appeal of the game lies in the fact that each time one vicariously enters the arena one does so in the person of a fighter whose strengths and weaknesses are reflected in a variety of characteristics. It is the player's responsibility, then, to utilize as best he can these aspects of his cardboard persona. This is, after all, a central part of what I believe many of us expect to find in a wargame: a situation in which our skills and abilities will have a significant impact upon how things turn out. For many of us, what some have called "serious fun" is the name of the game.

Now, if you want to play any game well, you have to know its rules. But beyond that, you must learn what the game mechanics will reward and what they will punish. Without that knowledge a player's actions will lack direction and purpose. And that brings me to the basis for my opening comment. One of the central aspects of anything which claims to be a wargame will be its combat system. In the early days of the hobby these systems were quite simple, involving as they did just attacker/defender strengths and terrain effects. By comparison, *GLADIATOR'S* combat system depends upon a number of tables and pages of rules and explanations.

It may appear paradoxical to say it, but it seems to me that, at the same time, we know both a great deal and very little about the type of combat modelled here. Our knowledge comes from many sources. Many of the individual actions possible to a gladiator are, after all, similar or identical to ones which we perform ourselves: we walk, we run, we pick things up, we throw things, and so on. With regard to specifically violent acts, most of us have at least childhood memories to draw upon. Finally, via movies and television, all of us have doubtless witnessed many scenes involving man-to-man combat with edged weapons.

But, I fear, our ignorance exists in connection with the details of the business. Do we know what specific advantages or disadvantages stem from having a strong or a weak gladiator? Clearly, stronger is better, but how much and in what ways? Certainly, an A armor helmet protects my head better than B7 armor protects my chest, but what, practically, does that mean with regard to how I allocate my combat factors (CF) on defense? Even more basically, is my heavy gladiator such a tank-on-sandals that no CF need be devoted to defense?

When I began my part in the Avalon Hill playtesting of *GLADIATOR* these and similar questions arose. The answers which I came up with form the basis for this article. The purpose of this article is to clarify how the combat system works. You'll still have more than enough decision making to do, but, hopefully, some uncertainties will at least be reduced.

Most of the numbers in the tables which are at the heart of the article represent probabilities. Here, as in my earlier articles, they are expressed in percentages. Thus, if something will, on the average, happen 13 times in 100 tries, its probability is expressed as 13%.

In the *GLADIATOR* system a number of factors combine to influence the outcome of any given attack. The most basic of these is the net attacker advantage (NAA), the difference between the CF allocated to an attack upon a particular body area and the CF assigned to defend that area. Besides the NAA, the probability that the defender will drop either his sword or his shield depends upon the attacker's strength and, in the case of sword loss, the arm CF lost by the defender.

Table I contains the probabilities of those events which are dependent only upon the factors just mentioned. The NAA values chosen are representative of weak, moderate and strong attacks while the attacker ST values cover the entire range. It is assumed that the defender has lost no arm CF. Two facts which influence play should be noted in connection with these values. Across the entire range of moderate to strong attacks there is about one chance in ten that the defender will lose his sword when attacked by an unusually strong gladiator. Should, for any reason, the defender be without a shield, all of the S and S* results on the Combat Results Table (CRT) are converted into weapon parry results. This leads to a dramatic increase in the likelihood of weapon loss due to weak to moderate attacks. From these observations one has a clear motivation to learn the orders required in any attempt to recover a dropped weapon as well as what one might do in order to try to prevent a successful recovery. These decisions, if 6.5 is used, will need to be made under time pressure. We can't summon up good luck any more than we can prevent bad luck. But, if you like winning better than losing, you'd better be prepared to take advantage of the former and to make your best shot at surviving the latter.

It is when a hit is rolled on the CRT that the number of factors influencing the results takes off. To begin with, the particular type of hit result determines the extent, if any, to which the dice roll on the Wound and Stun Severity Table will be modified. This dice roll is also subject to a modifier dependent upon the type of armor worn on the part of the body attacked. If the armor coverage is less than total the matter of whether or not the blow strikes the armor is also subject to the roll of two dice. Should one or more wounds result it is then necessary to turn to the Critical Hits Table (CHT). Unlike dreadnoughts in *JUTLAND,* gladiators fall victim to the CHT quite frequently.

When this many factors interact it becomes a real challenge to reduce the number of numbers generated down to the point at which it becomes possible to digest them. My efforts to do this are

summarized in Table 2. To begin with, I decided to simplify things by converting all of those interesting Critical Hits results (e.g., a reduction of one in the agility rating) into wound effects. As an example, the AG result just mentioned was first treated as one extra wound. For the types of results reported here, a little bit of numerical experimentation concerning these conversions demonstrated that the values obtained were not particularly sensitive to decisions of this type, particularly for attacks directed against head, chest or groin. This wound

	NAA	-1	3	7
	None	46.5	45.0	20.1
A		0.12	1.19	3.82
R		0.2	3.3	18.0
M	C5	47.0	48.4	25.7
O		0.10	1.00	3.31
R		0.2	2.5	14.5
T	C7	47.5	52.1	31.9
Y		0.07	0.78	2.74
P		0.1	1.7	10.6
E	C9	47.9	55.2	37.0
		0.05	0.60	2.28
		0	1.0	7.4
	C	48.2	57.3	40.3
		0.04	0.49	1.98
		0	0.5	5.3
	B5	47.4	51.6	32.9
		0.09	0.90	2.97
		0.2	2.4	13.2
	B7	48.3	58.9	47.0
		0.05	0.57	2.04
		0.1	1.4	8.0
	B9	49.0	64.9	58.5
		0.03	0.31	1.28
		0	0.6	3.8
	B	49.5	68.9	66.2
		0.01	0.13	0.77
		0	0	0.9
	A5	47.5	52.8	36.7
		0.09	0.87	2.85
		0.2	2.4	13.0
	A7	48.5	61.4	54.9
		0.05	0.52	1.79
		0.1	1.4	7.6
	A9	49.3	68.4	69.9
		0.02	0.20	0.92
		0	0.6	3.2
	A	49.9	73.1	79.8
		0	0.04	0.34
		0	0	0.2

Table 2. Basic combat results. For each type of armor and NAA value the three numbers are: probability of no effect, average number of wounds inflicted, and probability of an outright kill result.

NAA	-1			3			7		
Attacker St	-2	1	5	-2	1	5	-2	1	5
M result	1.9	1.9	1.9	0	0	0	0	0	0
shield drop	0	0	0.2	0	0.2	2.5	0.1	0.4	1.0
sword drop	0	0	0.4	0	0.7	9.5	0.6	3.7	10.6
S result	48.1	48.1	47.9	24.1	23.9	21.6	1.8	1.5	0.8

Table 1. The probability of various results as a function of NAA and attacker ST.

equivalent approach is not as easily applied to attacks upon the arms or legs because something like a severed artery is a nasty result, but it's also one which takes some time to prove fatal. However, experimentation again indicated a lack of sensitivity in the basic results to these decisions.

The basic results in Table 2 consist of the probability of there being absolutely no effect, the average number of wounds resulting, and the probability of an outright kill result. The "no effect" percentage includes the "-" result from the CRT as well as the percentage of P and P* results which did not result in a dropped weapon and the percentage of H type results which failed to wound. In arriving at the average number of wounds a number of things were simplified. First of all, all results yielding ten or more wounds were treated as outright kill (K) results. Thus, the possible results, after rolling on the CHT, were one through nine wounds or a K. Secondly, in finding the average number of wounds, all K results were treated as 10 wound results. The third number reported thus includes the probability of all 10 or more wounds results plus that of outright K results.

When boiled down to these three numbers, two pleasant observations were possible. Attacker strength had only a small effect. Also, and much more importantly, the body area attacked proved to have little impact. While the wound/kill results were lower for arm and leg attacks, they were only slightly lower. Because of these facts the number of attack parameters which, practically, one needs to consider is reduced. The specific results in Table 2 are for an attacker strength of one and a chest attack.

Thus, Table 2 allows us to see quite clearly the overwhelming significance of armor. Enough values are given to make it obvious just how dramatically the results change as one goes from no armor to full A armor. To consider a specific example, take a look at the column of entries for a NAA of 3. For practical purposes, an attack against any totally unarmored area has a 45% chance of accomplishing absolutely nothing. On the average, however, such an attack will produce slightly over one wound. There's even a small (3.3%) chance that an outright kill will result. Outfit this area with B armor and the numbers change remarkably. The chance of accomplishing nothing goes up to 68.9% and the average number of wounds falls by almost a factor of ten. The chance of an outright kill is shown as zero. As with most of the zero values in this Table, such an entry means that the probability lies between zero and 0.05%; i.e., there's less than 5 chances in 10,000 tries of this event taking place. For this particular case the K probability is actually 0.027%. If you'll worry about that, you'll worry about anything.

In play, I've discovered that the Table is largely of value from an offensive point of view. Depending upon the general level of armor of an opponent, the extent to which CF have to be concentrated to have much chance of success is clear. So too are the relative values of the armor covering each area of an opponent's body. These factors combine to influence the number of attacks which one can usefully make and the choice of where these attacks should fall.

Still, from an offensive point of view, the nature of the rules makes one additional piece of information quite useful. The last sentence in 9.31 tells us that the first wound received in any body area always causes the gladiator hit to lose one CF. Particularly when medium or heavy gladiators are involved, one is generally well advised to plan on following a policy of CF attrition on the enemy. When a foe has already picked up a wound or two in one area, it is likely that he or she is going to devote some CF to defense of that area. Rather than continuing to bash away at the same area, consider

Table 4. Defensive CF required to raise the effective armor value.

	FROM	None	C5	C7	C9	C	B5	B7	B9	B	A5	A7	A9	A
	none	0												
	C5	10												
	C7	2	1	0										
	C9	2	2	1	0									
T	C	3	2	2	1	0								
O	B5	1	1	—	—	—	0							
	B7	3	2	1	1	—	2	0						
	B9	4	4	3	2	2	3	2	0					
	B	5	5	4	4	3	4	3	2	0				
	A5	1	1	—	—	—	—	—	—	—	0			
	A7	3	3	2	1	1	2	1	—	—	2	0		
	A9	5	4	4	3	3	4	3	2	—	5	3	0	
	A	6	6	6	5	5	6	5	4	2	6	5	4	0

the possibility of trying for that first wound in a new area. Establishing or increasing a CF lead over the enemy goes a long way toward eventual victory.

This, then, brings us to Table 3, which tells you how good a chance you have of inflicting at least one wound. Because of the importance of this information I've included two more NAA values. In this Table, zero represents probabilities of less than 0.5%. This table illustrates a general truth of some importance to a question which I still find quite troublesome: how many attacks should I make? If you'll read across any one of the lines you'll discover that the percentage change from one column to the next increases as you move to the right. What this means is that each CF added to an attack is worth a bit more than was the previous CF. This type of result is generally characteristic of the operation of the combat system.

NAA		-1	1	3	5	7
	none	3	15	30	50	74
	C5	3	13	27	46	69
	C7	2	10	23	40	63
	C9	2	9	20	36	57
	C	2	7	18	34	54
A	B5	3	11	24	40	62
R	B7	2	7	16	30	47
M	B9	1	4	10	21	36
O	B	0	1	6	15	28
R	A5	3	11	22	38	58
	A7	2	6	14	25	39
	A9	1	3	7	14	25
	A	0	0	2	7	15

Table 3. The probability of a particular attack achieving at least one wound.

This kind of observation is at least useful in connection with any consideration of whether one goes with one or two big attacks or four or five small ones. My present estimate/guess is that against B7 armor, or better, one is better off with a small number of attacks if CF attrition is the aim. However, when I'm not sure I frequently fall back on what seems to be a pretty obvious choice: one big attack followed by two small ones.

So far, I've been considering the offense. It's safe to say that if you play *GLADIATOR* without giving due consideration to taking care of yourself your opponent is apt to take care of you, and you won't like it. Let's look at a specific example to see my motivation for the next Table. If you've got a medium gladiator and you roll a 3 on the Armor

Table your chest is unarmored. Hopefully, a look at Table 2 is sufficient to persuade you that you'd like to avoid the risk involved in facing a 4 or 5 CF attack on the area. Obviously, every CF you devote to protecting your chest will reduce the severity of any attack. The practical question, of course, is how much CF is enough.

One way to approach the solution of this question is to turn back to Table 3. Suppose you decide that you'd like to devote enough CF to the defense of area 2 so that the chance of getting at least one wound is reduced to no more than what it would be if you had your poorest armor (C8) there. If the attacker were to hit you with five CF, C8 armor would mean that you receive at least one wound about 38% (the average of the C7 and C9 entries) of the time. Looking along the "none" line in Table 3 we see that two CF devoted to defense, which would reduce the NAA to 3, would reduce the chance of at least one wound to 30%. In fact, one CF on defense would probably, on the average, be as good as C8 armor. If you were to repeat this exercise for an attack of either three or five CF, you'd discover that one or two CF on defense is still as good as C8 armor.

Well, in order to spare you the trouble of having to work this out in each individual case, I've prepared Table 4. It may well be the most useful of the bunch. I certainly hope so, because it took awhile to prepare. In constructing it I took information from Table 3 as well as from a comparable table containing average number of wounds data. A number of possible attacks were considered, all with the ultimate aim of establishing a general relationship between defensive CF allocation and armor worth.

To illustrate how the Table is read, let's return to the question just raised in connection with our hypothetical medium gladiator. We want to improve the defense of his chest area from "none" to "C8." So, we read across the bottom of the Table to the "none" column, which is the first column. Then we read up to the C7 and C9 entries, and discover that two defensive CF will give protection generally equivalent to C9 armor. Just to make sure that you get the idea (these numbers took a *long* time to produce), suppose we see what it would take to raise that C groin armor to A7. Again reading over and up we get a value of one CF. Going from C

dice roll		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
TR		7	7	7	7	7	8	8	9	10	10	11	12	12	13	13	13
ST		-2	-2	-2	-2	-1	0	0	1	1	2	2	3	4	5	5	5
AG		-3	-3	-2	-2	-1	-1	0	0	1	1	2	2	3	4	4	4
CON		1	1	2	2	2	3	3	3	4	4	4	5	5	6	6	6
W		9	9	9	9	9	10	10	11	11	12	12	13	14	14	15	15

Table 6. Roll your own characteristics (3 dice).

SQUAD LEADER SURVEY

By Joe & Mike Suchar

Last year we proposed to Don Greenwood that a survey be conducted to obtain feedback regarding the *SQUAD LEADER* scenarios published to that date. It was our hope that an insert in *THE GENERAL* could be provided for this purpose. Don agreed, but the only space available was limited to a corner of the insert already planned. This was unfortunate because it meant that a reply would necessitate either, 1. cutting out the form and mutilating the magazine, 2. photocopying the page or 3. submitting a hand copy. This, we suspected, would have a negative impact on the number of replies. However, we decided to go ahead.

We had several goals in mind when we proposed the survey. Some of them, not necessarily in order of importance, are as follows:

1. Our experience as *SL* players resulted in preferences for certain types of scenarios. We were curious as to whether our preferences were purely local, or matched the preferences of the general population and, if so, to what extent.

2. As playtesters, with a limited responsibility in determining what is or is not published, we felt it would be helpful to have some idea of what players at large preferred.

3. As neophyte designers of scenarios, we thought it would be helpful to know what the market preferred as an aid in our selections of scenario settings.

We received 98 responses, of which we were able to use 85. The thirteen which we had to reject were filled out improperly. We felt that it was not possible to "interpret" the intent of the person responding, and so could not use them.

Let us make clear that we are aware of the limitations of this survey. First, the sample is quite small. Moreover, it is very likely not a random selection from the current *SQUAD LEADER* audience. Despite these limitations, we feel the survey met the goals we established. It is our hope that there will be another survey. We feel that another survey, under the right circumstances, would produce a significantly larger response. This we hope will either confirm or correct the present results.

Since not all *SQUAD LEADER* players have all of the scenarios available, or have not yet had the chance to play them, we divided them into the six groups which can be purchased: 1-12 *SQUAD LEADER,* 13-20 *CROSS OF IRON,* 21-32 *CRESCENDO OF DOOM,* 101-110, A-D and E-I. All of the data is separated into these groups.

There were two pieces of data which were requested for each scenario. The first of these was a ranking of personal preference. Each person numbered the scenarios by preference, starting with one. If there was no opinion one way or another about a particular scenario, the space was left blank, and it wasn't counted in our calculations. Most people did not specify ranks for all scenarios in a group, but only their three or four favorites. The number of people who gave each particular rank to a scenario is listed. For each scenario we average rank. (For the sake of clarity we use the word mean and average synonymously, and they represent the result of adding together all the numbers in a set and dividing by the number of items in the set.) This number can be used to compare the popularity of the different scenarios to each other. The lower the average rank number, the more popular it is.

It should be noted that since there were different numbers of scenarios in each group, the averages can't be directly compared from one group to another. For example, in the A-D group, the range of possible ranks is one through four. An average rank of almost four would be terrible. It can be seen that Scenario B (Hill 235.2) is clearly the most popular of the group with an average rank of 1.97. However, in the original *SL* scenarios the range of ranks is one through twelve. A rank of four here would be very good. The most popular of the original *SL* scenarios are numbers three and five. Their average ranks of 3.88 and 3.72, respectively, put them far above the rest. At the other end of the spectrum, the least popular scenario is number six, with a mean rank of 8.46.

The second piece of data which was requested for each scenario was an evaluation of play-balance as either Pro-Allied, about even or Pro-Axis. For our calculations, we assigned a Pro-Allied scenario a one, an even scenario a two and a Pro-Axis scenario a three. We then totaled the numbers of one's, two's and three's and divided by the total number of responses to get an "average" play-balance. This is an indication of how well balanced the scenario is between two "average" players according to the perception of the respondent. If the number is close to two, it is a fairly close scenario. If the number is more or less than two by more than about .1, the scenario favors the Axis or Allies to a degree.

As an example, look at the *CROSS OF IRON* group's balance charts. Scenario number 14 has an average balance of 2.23, which indicates that it is rather heavily Pro-Axis, in the collective opinion of the respondents. On the other hand, Scenario 17, with an average balance of 1.85, is tilted in the Allies' favor. In the middle, there is Scenario 13, whose average balance is 2.06. This is not exactly two, but it is close enough to indicate that it is well balanced.

To summarize, then, each scenario set has four tables associated with it. The first one lists the mean rank for each scenario. The second one is a tabulation of the frequency counts of the rankings. The third table is a listing of the mean balance numbers for each scenario, and the fourth table is a tabulation of the frequencies of the different balance numbers. In the tabulations, there is a column labeled NONE. These totals represent the number of responses which gave no number for that scenario, either because the respondent had no opinion, or hadn't played the scenario. These responses were not counted in calculating the mean ranks and balances.

SQUAD LEADER SCENARIO CHARTS

Balance:	None	Allied	Even	German
#1	8	34	32	11
#2	9	7	42	27
#3	7	14	55	9
#4	12	10	43	20
#5	7	22	52	4
#6	29	7	40	9
#7	17	5	55	8
#8	20	11	46	8
#9	15	22	40	8
#10	20	4	48	13
#11	31	18	33	3
#12	22	28	26	9

Rank:	None	1	2	3	4	5	6	7	8	9	10	11	12
#1	9	3	15	6	8	8	11	7	2	4	1	4	7
#2	9	4	4	16	9	10	7	6	9	2	1	6	2
#3	5	21	15	9	4	8	6	9	1	4	1	0	2
#4	11	4	3	7	15	7	5	6	2	10	7	5	3
#5	6	21	20	10	5	4	2	2	6	4	3	1	1
#6	28	0	0	2	7	2	5	4	7	5	6	9	10
#7	17	6	8	8	4	7	6	6	12	4	4	3	0
#8	19	7	4	6	7	10	9	8	8	1	6	0	0
#9	17	2	3	3	3	7	4	11	6	11	7	5	6
#10	20	2	2	4	10	4	9	6	7	6	7	7	1
#11	32	0	4	3	3	4	1	2	4	9	9	6	8
#12	22	13	3	7	8	4	5	1	2	2	7	4	7

Mean Balance For Scenario #1 Is 1.7013
Mean Balance For Scenario #2 Is 2.26316
Mean Balance For Scenario #3 Is 1.9359
Mean Balance For Scenario #4 Is 2.13699
Mean Balance For Scenario #5 Is 1.76923
Mean Balance For Scenario #6 Is 2.03571
Mean Balance For Scenario #7 Is 2.04412
Mean Balance For Scenario #8 Is 1.95385
Mean Balance For Scenario #9 Is 1.8
Mean Balance For Scenario #10 Is 2.13846
Mean Balance For Scenario #11 Is 1.72222
Mean Balance For Scenario #12 Is 1.69841

Mean Rank For Scenario #1 Is 5.63158
Mean Rank For Scenario #2 Is 5.52632
Mean Rank For Scenario #3 Is 3.8875
Mean Rank For Scenario #4 Is 6.28378
Mean Rank For Scenario #5 Is 3.72152
Mean Rank For Scenario #6 Is 8.45614
Mean Rank For Scenario #7 Is 5.58824
Mean Rank For Scenario #8 Is 5.36364
Mean Rank For Scenario #9 Is 7.48529
Mean Rank For Scenario #10 Is 6.81539
Mean Rank For Scenario #11 Is 8.18868
Mean Rank For Scenario #12 Is 5.73016

CROSS OF IRON SCENARIO CHARTS

Rank For Scenario #13 Is 4.07463 | Balance For Scenario #13 Is 2.06061
Rank For Scenario #14 Is 4.1746 | Balance For Scenario #14 Is 2.23077
Rank For Scenario #15 Is 3.2 | Balance For Scenario #15 Is 2.15942
Rank For Scenario #16 Is 3.65079 | Balance For Scenario #16 Is 1.87097
Rank For Scenario #17 Is 5.9 | Balance For Scenario #17 Is 1.85246
Rank For Scenario #18 Is 4.49153 | Balance For Scenario #18 Is 1.94915
Rank For Scenario #19 Is 4.47541 | Balance For Scenario #19 Is 1.88525
Rank For Scenario #20 Is 3.77778 | Balance For Scenario #20 Is 2.07937

Rank:	None	1	2	3	4	5	6	7	8
#13	18	8	15	7	5	12	10	6	4
#14	22	11	10	6	6	8	9	8	5
#15	15	22	7	12	12	7	4	3	3
#16	22	7	14	9	15	7	6	3	2
#17	25	3	3	3	5	10	8	6	22
#18	26	3	8	12	9	5	8	11	3
#19	24	6	10	8	5	9	7	12	4
#20	22	15	6	13	8	4	5	6	6

Balance:	None	Allied	Even	German
#13	19	10	42	14
#14	20	6	38	21
#15	16	8	42	19
#16	23	16	38	8
#17	24	17	36	8
#18	26	10	42	7
#19	24	14	40	7
#20	22	1	56	6

CRESCENDO OF DOOM SCENARIO CHARTS

Rank For Scenario #21 Is 5.44068 | Balance For Scenario #21 Is 2.33898
Rank For Scenario #22 Is 5.55556 | Balance For Scenario #22 Is 2.12727
Rank For Scenario #23 Is 5.44643 | Balance For Scenario #23 Is 2.35714
Rank For Scenario #24 Is 4.16667 | Balance For Scenario #24 Is 2.25926
Rank For Scenario #25 Is 8.04348 | Balance For Scenario #25 Is 2.04444
Rank For Scenario #26 Is 7.8 | Balance For Scenario #26 Is 2.08696
Rank For Scenario #27 Is 3.98214 | Balance For Scenario #27 Is 2.05263
Rank For Scenario #28 Is 5.61818 | Balance For Scenario #28 Is 2.07407
Rank For Scenario #29 Is 7.83333 | Balance For Scenario #29 Is 2.02439
Rank For Scenario #30 Is 6.90909 | Balance For Scenario #30 Is 2.22727
Rank For Scenario #31 Is 5.09524 | Balance For Scenario #31 Is 1.92857
Rank For Scenario #32 Is 4.125 | Balance For Scenario #32 Is 2.1875

Rank:	None	1	2	3	4	5	6	7	8	9	10	11	12
#21	26	4	6	10	7	5	4	6	8	3	3	1	2
#22	31	5	5	5	7	3	10	5	3	5	3	3	0
#23	29	9	3	3	6	8	8	4	5	3	4	2	1
#24	31	13	6	6	7	6	3	5	4	2	1	1	0
#25	39	0	1	1	3	7	2	5	5	5	7	4	6
#26	40	0	1	1	5	3	5	5	6	7	4	1	7
#27	29	8	13	8	6	8	3	4	4	0	0	1	1
#28	30	4	7	7	7	4	6	7	2	1	2	4	4
#29	43	2	1	5	3	0	3	1	2	7	7	8	3
#30	41	2	5	3	4	4	3	2	3	3	5	6	4
#31	43	6	7	6	3	5	2	1	2	3	2	3	2
#32	37	13	8	6	2	3	3	6	3	0	2	0	2

Balance:	None	Allied	Even	German
#21	26	5	29	25
#22	30	10	28	17
#23	29	5	26	25
#24	31	5	30	19
#25	40	6	31	8
#26	39	5	32	9
#27	28	8	38	11
#28	31	8	34	12
#29	44	5	30	6
#30	41	5	24	15
#31	43	8	29	5
#32	37	5	29	14

CHARISMA TABLE

SC #	SS/ENG	Tanks	Dens	Forts	Night	Nation	Arty	Total
1	1	0	2	0	0	R	0	3
2	1	0	3	0	0	R	0	4
3	1	1	3	0	0	R	0	5
4	0	0	2	0	0	R	1	3
5	1	2	3	0	0	R	1	7
6	0	0	1	0	1	R	0	1
7	1	0	2	0	0	A	1	4
8	0	1	3	1	0	A	1	5
9	1	1	2	1	0	A	1	5
10	1	1	1	0	0	A	1	4
11	0	0	2	1	0	A	1	3
12	1	1	3	1	0	A	1	6
13	1	1	2	1	0	R	1	5
14	0	2	2	0	0	R	1	5
15	1	2	3	0	0	R	1	7
16	0	2	2	0	0	R	1	5
17	0	1	2	0	0	R	0	3
18	0	1	3	0	0	R	1	5
19	1	1	3	0	0	R	0	5
20	1	2	3	0	0	R	1	7
21	1	1	2	1	0	M	1	5
22	1	1	2	1	0	R	1	5
23	1	0	2	0	0	R	0	3
24	0	0	2	0	0	M	1	3
25	0	0	2	1	0	M	0	2
26	1	0	1	0	0	M	0	2
27	0	1	3	0	0	F	1	5
28	0	1	3	0	0	F	1	5
29	0	1	1	0	0	F	0	2
30	0	1	1	0	0	B	1	3
31	1	1	3	1	0	F	1	6
32	1	1	2	0	0	B	1	5
33	0	1	2	0	0	R	1	4
34	0	1	2	0	0	R	1	4
35	1	1	2	1	0	R	2	6
36	0	1	1	0	0	R	1	3
37	1	1	1	0	1	R	1	4
38	0	0	2	0	0	R	1	3
39	1	1	2	0	1	R	1	5
40	1	2	2	0	0	R	1	6
41	1	2	2	0	0	R	1	6
42	1	2	2	0	0	R	1	6
43	0	1	2	0	1	R	1	4
44	1	1	3	1	0	R	1	6
45	1	1	2	0	0	R	1	5
46	1	1	1	0	0	R	1	4
47	1	0	1	0	0	A	1	3
48	1	0	2	0	0	A	1	4
49	1	0	2	0	0	A	1	4
50	1	1	2	1	0	A	1	5
51	1	0	2	0	0	A	1	4

SERIES 100 SCENARIO CHARTS

Rank For Scenario #33 Is 4.37838 | Balance For Scenario #33 Is 2.05405
Rank For Scenario #34 Is 4.5625 | Balance For Scenario #34 Is 1.78125
Rank For Scenario #35 Is 4.37143 | Balance For Scenario #35 Is 2.19444
Rank For Scenario #36 Is 5.35714 | Balance For Scenario #36 Is 2.14286
Rank For Scenario #37 Is 5.16 | Balance For Scenario #37 Is 2.04
Rank For Scenario #38 Is 5.67857 | Balance For Scenario #38 Is 2.2
Rank For Scenario #39 Is 4.28571 | Balance For Scenario #39 Is 2.10714
Rank For Scenario #40 Is 4.71429 | Balance For Scenario #40 Is 2.03704
Rank For Scenario #41 Is 4.51724 | Balance For Scenario #41 Is 1.7931
Rank For Scenario #42 Is 4.68686 | Balance For Scenario #42 Is 1.97143

SCENARIO A-D & E-I CHARTS

Rank For Scenario #43 Is 2.42857 | Balance For Scenario #43 Is 1.94286
Rank For Scenario #44 Is 1.97297 | Balance For Scenario #44 Is 1.72222
Rank For Scenario #45 Is 2.37143 | Balance For Scenario #45 Is 2.08824
Rank For Scenario #46 Is 2.52778 | Balance For Scenario #46 Is 1.66667
Rank For Scenario #47 Is 2.7619 | Balance For Scenario #47 is 2.09524
Rank For Scenario #48 Is 3.18182 | Balance For Scenario #48 Is 1.86364
Rank For Scenario #49 Is 3.08696 | Balance For Scenario #49 Is 2.13043
Rank For Scenario #50 Is 2.25 | Balance For Scenario #50 Is 2.15
Rank For Scenario #51 Is 2.65 | Balance For Scenario #51 Is 2.05

These two items formed the base of data with which we could work. More sophisticated analysis could be performed on the numbers, but we limited ourselves to simple averages. From these numbers we came up with several conclusions. From the various popularity averages it seemed that the more popular scenarios were the ones which had a lot of armor, large numbers of pieces and elite or heavy firepower type pieces such as SS, Engineers or Paratroopers.

To test this hypothesis, we devised a rough system of displaying how many of these "popularity factors" each scenario had so that we could compare them to each other with reference to their popularity. See the Charisma Table. For each scenario there is a point total. A scenario gets one point for the presence of SS or Engineer type infantry pieces. This includes any of the elite pieces such as American Paratroopers. A scenario gets one point for the presence of a moderate armor force, or two points if there is a lot of armor or there are super-tanks like Tiger VIb's. A scenario gets two points for an average density of pieces. If there is a small number of pieces or a large map area over which they are distributed, it only gets one point, or if there is a very high density of pieces, it gets three points. A scenario gets one or two points for the presence of heavy ordnance, similar to armor. These points were added together to get a total for each scenario. The totals supplied for the scenarios on the published table are merely one of the many sets of totals which we considered. We considered other factors, and derived different totals with them. However, we chose to include only the above four factors in the published total. The factors considered, but not included in the totals, were the presence of fortification type units or mines, whether or not it was a night scenario (which seemed to reduce its popularity), and which nationality was opposing the Axis. These factors were published so that the reader may explore other possibilities. In fact, the reader may choose to add other columns of his own.

When these totals are compared with the average ranks for the corresponding scenarios, they seem to bear out the hypothesis that tanks, elite pieces, and large unit densities tend to make scenarios more popular. For example, take the *CROSS OF IRON* scenarios. According to our point system, scenario 20 receives seven points: one point because the German engineers constitute elite units, two points because of the very large amount of armor on both sides, three points because of the sheer number of pieces on both sides, and one point for the presence of ordnance. This should mean that it is very popular, and indeed it is, with an average rank of 3.78. Scenario 17 received only three points, and its average rank is correspondingly bad, at 5.90.

It should be stressed that this system of analysis is not meant to be a comprehensive evaluation of what makes scenarios popular. There are exceptions, and the point totals are only rough indications of the actual scenario situations. However, for most scenarios, it seems that the higher the total of "popular factors", the better the actual popularity.

One other observation is in reference to the play-balance averages. It can be seen that most of the scenarios are fairly close, although there are a few duds (such as Scenario 12). However, while most of the scenarios are evenly distributed between Pro-Axis and Pro-Allied, all but one of the *COD* scenarios was deemed generally Pro-Axis. There are several possible explanations for this apparent lack of balance. First, it may be due to inadequate design and/or playtesting. Note also that in the majority of the *COD* scenarios the Allies have the weaker force and, as a rule, it is easier to make mistakes with a stronger force and still recover.

Consider also that *COD* was in play for a relatively short period of time compared to *SL* and *COI* when this survey was done. With the infusion of so many new rules in *COD*, players may not have had time to properly assimilate them. This, we believe, would have an adverse effect on the play of the "weaker" side. We personally believe the last is the case, and that if all the rules are taken advantage of, this imbalance should diminish. A future survey might clarify the issue.

A point which we would like to emphasize is that these conclusions are not iron-clad truths. They are simply possible interpretations of the data. We have supplied all of the data we had to work with, and anyone can draw their own conclusions from it. Our initial temptation was to supply many more of our interpretations but we decided to restrain ourselves.

As a final note, the programming for the survey analysis was done in BASIC on our TRS-80. All of that data is stored on disk, and if a future survey is done, we hope to analyze the new data in conjunction with the old.

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Avalon Hill Philosophy . . . *Continued from Pg. 2*

once again making public my stance on the relatively new Academy of Adventure Gaming Arts and Design.

While at ORIGINS this year I was approached by a gamer bearing a petition to have the Charles Roberts Awards returned to the gaming public. He was a bit non-plussed by my refusal to sign, having imagined me as the leader in his crusade against the Academy due to my stance in the Vol. 17, No. 6 Philosophy which announced the formation of the Academy. Not long afterwards, Howie Barasch—one of the titular heads of the Academy—inquired as to why no AH employees were members of that same Academy. He wanted to know if we were boycotting it. So both sides of the issue were less than thrilled with my stance. I really have a knack for making people happy.

Our official stance on the Academy is a form of neutrality that would make the Swiss proud. It was obvious that a change was needed. When companies actually distribute ballots with their product names already filled in, or actively campaign for specific titles, or engage in ballot box stuffing of the worst order, things have gotten out of hand. An organization with tighter controls was needed to keep things on the up and up. It is just too bad that the organization had to assume a cloak of "elitism" to justify its existence. By requiring some form of design credit or acknowledged hobby publication for membership it has excluded from its ranks the majority of those best qualified to pass in judgement on the year's new releases—the people who actually sample and play everything—regardless of the manufacturer.

Let me pause at this point to praise the unselfish motives of Howie Barasch and Bill Somers in establishing and running the Academy. Having done that, now let me berate them for their decision to not only limit membership to published designers, developers, authors, etc., but to actually encourage companies to enroll their entire staffs as members. I wonder if those firms even go so far as to distribute the ballots to their employees, or whether they just have the company comptroller fill in the blanks en masse along with a check for the group's next year's dues. In my opinion, manufacturers and their employees should be excluded from the balloting, not awarded with such a franchise to the exclusion of the consumer!

Among the roughly 240 people who constituted the Academy's membership in 1981, I recognized 60 as being employed by companies which had products eligible for nomination for those same awards. And I am hardly on a first name basis with all the employees of the many companies which have sprung up in the last few years. Doubtless the actual percentage of industry employees among the Academy's membership was much higher. However, among the names I did recognize were virtually every employee of two companies whose products did win awards. Among those same names were two individuals who have freely admitted to me that they haven't played a game of any kind in the past ten years! Yet, they are qualified to pass judgement on the industry's best products while Joe Gamer who bought and played dozens of games in the past year by a host of manufacturers is not. That's like letting a blind woman judge a beauty contest just because she happens to be beautiful. Sorry, I just can't help but think that somebody has their priorities out of place.

One wonders if the Charleys have not perhaps outlived their usefulness. Even the Academy itself can't make up its mind whether the award should go to the designer or the publisher. Their nonstance is that the award goes to the product, and if the designer and publisher wish to engage in a public tug-of-war over possession of a plaque that's their business. They don't want to be involved.

Even after awards have been safely voted upon and awarded, the problems aren't over. Commercialism raises its ugly head and virtually every winner rushes to proclaim its awards in its consumer advertising. AH is no better or worse than anyone else in this regard. In fact, our ad copywriter usually manages to distort the categories so that it sounds as if we won the long since abolished "Best Game of the Year" award rather than just a particular category.

I really don't know why Avalon Hill doesn't have a single employee in the Academy. I guess none of us thought enough of the Awards to part with $2.00. As for myself, I'm not hypocritical enough to vote for my own products over others that I have not sampled. Therein lies my main gripe with the Academy. I am not qualified to vote even if I thought I could vote for a justly deserving competing product over my own simply because due to lack of time I don't play our competitor's games. If they were honest with themselves I'd wager that statement would hold true for the bulk of the current membership of the Academy as well.

Unfortunately, I have no great solution for the current state of affairs. If you don't care about the integrity of the hobby's awards, then just keep in mind who is doing the awarding, and give them as much credence as you care to. If, on the other hand, you do want to get involved I suggest you join the Academy if you can, and lobby for a lessening of membership requirements. For only when the people who actually play the games are the one's deciding what is deserving of the label "Best", will the awards be truly meaningful.

Those wishing to join the Academy or voice their opinions pro or con to the current practices of that group should write: Awards Academy, c/o Bill Somers, P.O. Box 787, Troy, MI 48099.

Those who could care less can take heart in the realization that I am now stepping down from my soapbox for a while. Next time the Philosophy will look at the games now being developed by Avalon Hill for possible release in 1982.

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TACTICAL LEVEL LUFTWAFFE

COMBAT RESOLUTION AT A MORE VIVID SCALE

By Kenneth Erbey
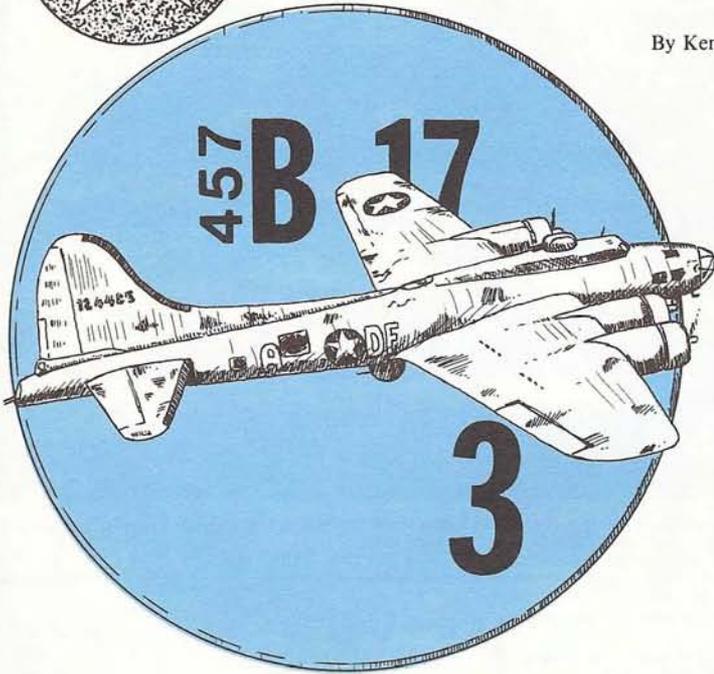
When a designer sets out to create a game there are several physical factors he must consider. The scale of the mapboard and the size of the units are the most important of these factors. But the success of a game depends more upon the intangible factors —play balance, realism, excitement level, etc. Equally important is the "Perspective" of the game. By perspective, I mean the viewpoint of the players. In a land game for example, the players view the game from the standpoint of anything from a squad leader to a fanatical goose-stepping dictator. The excitement stems from the fact that the players make their decisions during the heat of battle. They are tactical commanders fighting for a strategic goal. Even in a grand strategic game like *THIRD REICH*, players still enjoy a tactical flair. *SQUAD LEADER*, and its expansion gamettes, is one of the most popular games ever produced, mostly because it employs all the opportunities for the addition of "chrome" that a game can provide. The players are actual participants in the conflict and not just 'company clerks'. Not so with *LUFT-WAFFE*. Players view the game from the safety of Base Ops and not through the canopy of their fighter or gunturret or bomb sights. The Allied player simply determines which cities to bomb, and once the B-17's are in the air, has little or no say in the outcome. He (like actual mission planners) merely waits to "hear" the outcome of the raid.

The German player at least has a little say. He has the choice of which bomber group to attack, but once this choice is made he simply puts as many fighters in a stack as possible and starts rolling the dice. To keep things interesting, the German is limited by the fact that he has to occasionally refuel his fighters. The results, however, are a very methodical and undramatic game. The cure for this I believe, is to introduce a sense of tactics to the game by revising both the mission planning phase and the combat results phase.

As the Tournament and Advanced games are simply campaign versions of the Basic game, players have the unique ability to set *LUFTWAFFE*

aside if there is some interruption or they don't have the immediate time to finish. This is a great advantage to players who value more intense realism even though it adds to the playing time. To these players I offer *"Advanced Tactical Level Luftwaffe"*.

In *LUFTWAFFE,* one factor of bombers is sufficient to destroy a target, when actually some cities were larger and more strategically important. Mannheim, for instance has a rail center, a munitions factory, chemical and oil producing plants, as well as an aircraft manufacturing center. Such targets required a much larger bomb load to effectively paralyze the city.

In order to reflect this, players must use the Advanced Level Tactical Target Sheet. Each city is listed with a number of boxes equal to the number of factors necessary to destroy the target. The boxes are also labeled to indicate the amount of factors necessary to destroy the individual industries. For example, Berlin needs three factors to effectively destroy its oil refineries, as well as one factor each for the aircraft manufacturing, munitions and bearings factories, for a total of six factors. As this raises the total number of targets from 99 to 188, the players will have to stage two raids per quarter (simply use the Order of Battle for each quarter twice) and raise the replacement factors for bombers to 236 and for fighters to 170. The Rail Centers have been marked so that they can be easily referred to by both players.

Tactical Level Combat Resolution

During the combat phase, instead of counting the number of factors firing, the players mark the contested hex with a blank counter and remove the air units to the tactical display.

1. The defender (the player who is being attacked during this combat phase) places his aircraft on the Tactical Combat Map according to the following procedure:

First, he places his bombers (if any) in the Bomber Tract on the Tactical Map. He must start at the front of the Tract (closest to the Start Line) and

work his way to the back by placing one bomber per hex. If he has more bombers than space available, he simply returns the extras to their space on the regular *LUFTWAFFE* Game map.

Second, the Defender places his fighters on the Fighter Tract, starting with the spaces along the Player's Start Line. If there are no bombers, the player may place his fighters in the Bomber Tract.

2. The attacker then places his units on the Tactical Combat Map in any way he sees fit behind his own Start Line.

3. Once the Players have placed their units on the Tactical Combat Map, they then use the following Sequence of Play:

A. Attacker Moves
B. Attacker Fires
C. Defender Moves
D. Defender Fires

Steps "A" through "D" constitute one round of Tactical Combat, and after six rounds have been completed, the players return any surviving aircraft to their space on the regular *LUFTWAFFE* Game map.

Movement

Each Fighter (Bombers may not move) is allowed to *either* move one space directly forward, depending upon the direction it is facing, *or* it may change the direction it is facing up to three hexsides (180°). There can only be one aircraft per hex. The special Jet Tract section of the Tactical Combat Map is for German Jet aircraft. Only Jets may enter this section of the Tactical Combat Map (although they may be fired upon by any aircraft while in the Tract). Jets may move *two* spaces per turn *or* turn up to three hexsides while in the Jet Tract (to reflect the Jet's higher rate of speed).

Combat Resolution

1. After the phasing player has moved his aircraft, he may fire at any enemy aircraft providing that the enemy is within the attacking aircraft's

TACTICAL COMBAT DAMAGE TABLE

A20	A26	B25	P39	B26	P38	B24	B17	P40	P51	P47	SPTFR	2	3	4	5	6	7	8	9	10	11	12	ME410	HE219	ME262	DO217	FW190	ME109	ME109 School	ME110	TA152	JU88	JU88 Sshool	ME163	HE162	DE520
														CITY AA						X	X	⊗														
														AIR BASE AA						X	X	⊗														
														X	X	X		X	X	X	X	⊗	2													
														X	X	X	X		X	X	X	X	⊗		2	6	2									
											3			X	X			X	X	X	X	X	⊗				4									
																	X	X	X	X	X	⊗						3	2	2						
								1	4					X	X			X	X	X	X	⊗									5	0	-1			
											4			X				X	X	X	X	⊗	3	3		3	5									
			2			0												X	X	X	X	⊗							4	3	3				6	6
								2	5					X	X				X	X	X	⊗														
														X	X	X			X	X	X	⊗									6	1	0			2
								3	6					X					X	X	X	⊗	4	4		4									
				3	1														X	X	X	⊗													
			0					4	7	5				X	X				X	X	⊗					6				4					
														X					X	X	⊗	5						2	1		5	4		
				4	2	5	8							X	X				X	⊗	6	5		5						6				
		1			3	6													X	X	⊗													
	6		5		7			6											X	⊗	6	6	6				5	5	3	2			
	2	6	4	8		7								X					X	⊗							6	4	3			4
8	8	8	8		8		8	7	8										X	⊗							6	6	6			6

Roll two dice for each attack. Find the aircraft-type of the attacking plane listed at the top. In the column below this aircraft type, find the first number equal to or greater than the "E" Number of the target aircraft. Cross Index this number with the die roll. An "X" means that one factor of the target aircraft is destroyed. An X means two factors are destroyed.

"E" Number Modifications: +2 to the target if attacker has not dropped tanks. −2 to the target if the target has not dropped tanks.

TARGET Sheet

Draw a line between each target and its attacker(s)

Target								
R R R P O O O A	- Braunschweig
R R R P S	- Gydnia
R R P A	- Kassel
R R P O O O O C C A	- Mannheim
R R P	- Munster
R R R P	- Offenburg
R R R P	- Oranienburg
P	- Amsterdam
P	- Anklam
P	- Augsburg
P	- Bernburg
P O O O A B	- Berlin
P	- Brandenburg
P S	- Bremen
P	- Breslau
P O O O	- Budapest
P	- Chemnitz
P I	- Friedrichshaven
P	- Furth
P	- Gotha
P	- Gyor
P	- Halberstadt
P O O O S	- Hamburg
P O O O A	- Hannover
P	- Karlsruhe
P O O O	- Leipzig
P I S A	- Magdeburg
P	- Marienburg
P T	- Munich
P	- Oschersleben
P	- Poznan
P	- Prague
P	- Regensburg
P	- Rostock
P B	- Scheinfurt
P	- Sorau
P B	- Steyr
P O O O	- Vienna
P	- Warsaw
P	- Liegnitz
P	- Wiener Neustadt
P	- Zwickau

TACTICAL LEVEL REPLACEMENT FACTORS
236 BOMBERS
170 FIGHTERS

Unit-Quarter

A-26's
386- 9*
391- 10*

A-20's
409- 6*
410- 7*

B-17's
91- 1
305- 1
95- 3
351- 3
381- 3
99- 4
97- 5
457- 6
34- 7

B-25's
47- 5*
321- 5*

B-24's
93- 1
389- 4
445- 5
449- 5
451- 5
453- 6
459- 6
461- 6
467- 6
465- 7
489- 7
493- 7

B-26's
323- 3
387- 4*
17- 5*
391- 6*
397- 6*

City			
Aachen -	R	R	R
Bielefeld -	R	R	
Cologne -	R	R	C C
Darmstadt -	R	R	
Duren -	R	R	R
Frankfurt -	R	R	
Hamm -	R	R	R
Koblenz -	R	R	R
Neunkirchen -	R	R	C C
Saarbrucken -	R	R	R
Sangerhausen -	R	R	R
Stuttgart -	R	R	B
Wiesbaden -	R	R	C C
Bohlen -	O	O	O
Bonn -	C	C	
Bratislava -	O	O	O
Brux -	O	O	O
Dulmen -	O	O	O
Emden -	S		
Erkner -	B		
Gelsenkirchen -	O	O	O
Ingolstadt -	T		
Innsbruck -	T		
Keil -	S	T	
Linz -	I	S	
Merseburg -	O	O	O
Mistlebach -	O	O	O
Neumunster -	T		
Osnabruck -	I	S	T
Paderborn -	T		
Pardubice -	O	O	O
Peenemunde -	C	C	
Pilsen -	A		
Ruhland -	O	O	O
Salzburg -	T		
Wilhelmshaven -	S		

KEY:
A = Armaments   O = Oil
B = Ball Bearings   R = Rail Centers
C = Chemicals   S = Shipping
I = Steel   T = Transport
P = Aircraft Factories

*Used only during Advanced Game. Bold number following identification is turn unit enters the game.

field of fire. The field of fire for fighters is the hex directly in front of the attacker, and the field of fire for bombers is any hex within a two-hex range. Therefore (because there can be only one aircraft per hex) fighters may fire at only one target, while bombers may fire at up to 18 separate targets to reflect the use of fifty Caliber machine gun turrets).

NOTE: Friendly units do not block the bomber's field of fire in any way. (See Diagram 1 for an example of the various fields of fire for bombers and fighters.)

Diagram 1: Field of Fire—Fighters (above); Bombers (below)

Diagram 2: Round One—German Movement and Combat
The Me 262 streaks ahead two spaces hoping to bypass the escorting fighters, while the Me 109s move one space closer. The Me 109s are not close enough and the Me 262 is facing the wrong direction to fire this round.

Diagram 3: Allied Movement and Combat
The P-47s are in a good position to get the first licks in. The 352nd turns to the left to attack the Jet, while the others move in closer to the Me 109s. In order to damage the Me 109s with "E" ratings of 3, the P-47s must roll anything but a 4, 5, or 6 with two dice. The 325th, 36th and 406th were successful in damaging their targets. The 352nd taking on the Me 262 with an "E" rating of 6!! must roll an 11, or 12 in order to inflict damage. His roll of 4 fails miserably.
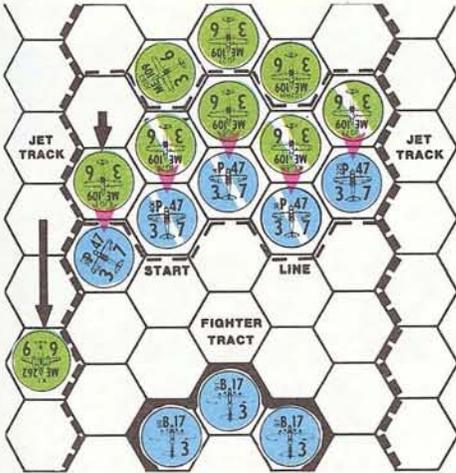
Diagram 4: Round Two—German Movement and Combat
The Me 262 ignores the P-47—he's after the bombers! He once again streaks ahead two spaces. The EJG1 moves ahead one space, while the JG53 turns to the right with the hopes that the EJG1 will clear a hole for him. At this time the five Me 109s in front are all engaging an enemy P-47 with "E" ratings of 3. The Me 109s need to roll a seven or above to inflict damage. The three aircraft in the center are successful, while the two on the outside fail.
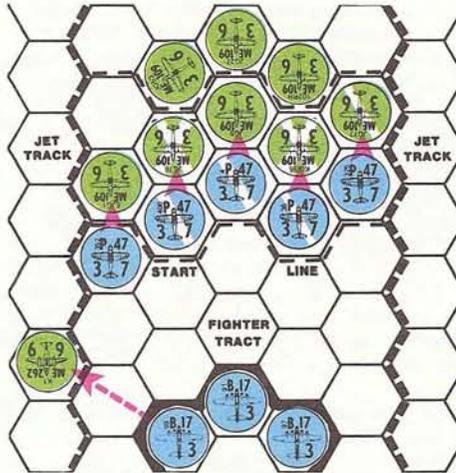
Diagram 5: Allied Movement and Combat
The 352nd cannot chase the German Jet so he lets it slip by with the hopes that the bombers can handle it. He instead turns to face the EJG1's Me 109. He misses. In fact the only P-47s who do not roll either a 4, 5, or 6 (misses) this turn are the 406th and 36th: both of their targets go down in flames. The Me 262 is now within range of the 99th B-17, but the 99th fails to roll the required 11 or 12 against the Jet's "E" rating of 6.
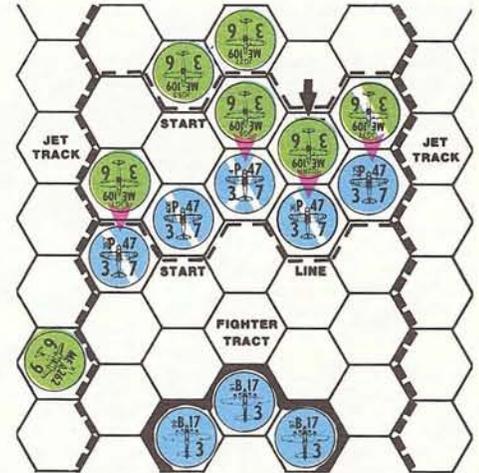
Diagram 6: Round Three—German Movement and Combat
The Me 262 turns one hexside to the left in order to face the Bomber group. He is still not within range so he cannot fire. The JG53 turns left one hexside to face the 406th P-47. He too is too far away to fire. The 102RH moves forward one space, fires at the 36th P-47 but rolls a 5 (a miss). The JG 77 misses as well, but the JG5 shoots down the 4th's P-47, and the EJG1 damages the 352nd.
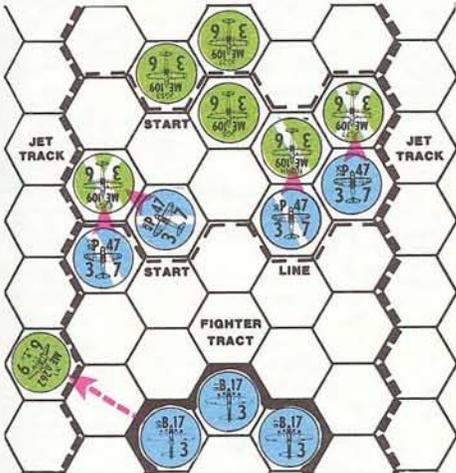
Diagram 7: Allied Movement and Combat
The 406th turns left to help the 352nd take on the EJG1. Each of them scores a hit sending the EJG1 spinning to the ground. The 36th rolls a 10, damaging the 102RH's Me 109, and the 325th's die roll of three just barely shoots down the JG77. Again the 99th fails to roll the required 11 or 12 to damage the Me 262.
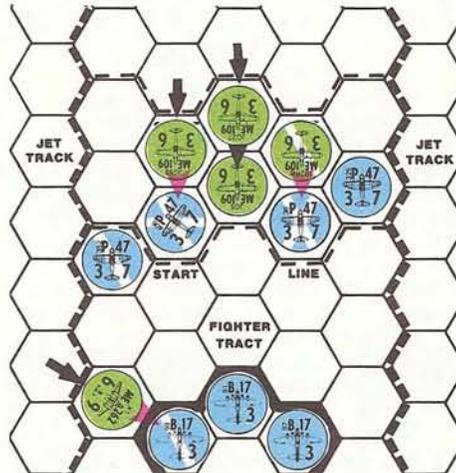
Diagram 8: Round Four—German Movement and Combat
The Me 262 moves next to the 99th's B-17 with cannon blazing. Needing to roll anything but a 6 or 7, the Jet rolls a 9, which is enough to damage the bomber. The JG5, JG53 and the JG27 all move forward one space. This proves to be a devastating turn for the American fighters with the 36th and 406th both getting shot down.
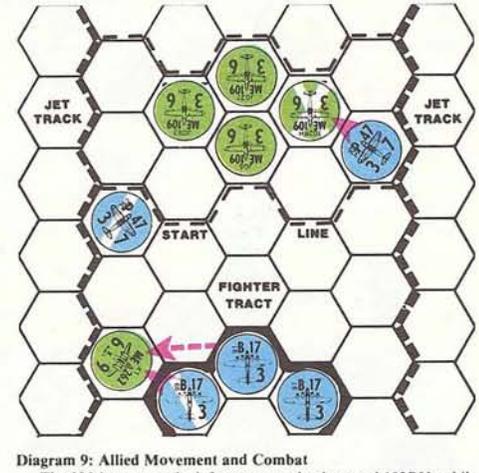
Diagram 9: Allied Movement and Combat
The 325th turns to the left to engage the damaged 102RH, while the 352nd turns to the right in anticipation of the JG53 Me109 moving into his sights. The Me 262 is now within the range of both the 99th and the 91st B-17's. The 91st fires and misses (he rolled a 7), but the 99th rolls an 11. The Me 262 is damaged. Meanwhile, the 325th fires a deadly burst at the 102RH putting him permanently out of action.

Diagram 10: Round Five—German Movement and Combat
The three Me 109s move one space forward to close in on the bombers. They cannot fire at any targets. The Me262 continues his attack against the 99th and succeeds in downing the first bomber.

Diagram 11: Allied Movement and Combat
The 325th turns to chase the Me 109s, while the 352nd fires and misses (he rolled a 5) at the JG53. The 91st B-17 is in the unique position to fire at both the Me 262 and the Me 109 of the JG5. He fires and doesn't roll either a 10, 11, or 12 for the Me 109 (he misses), nor does he roll the required 11 or 12 against the Me 262.
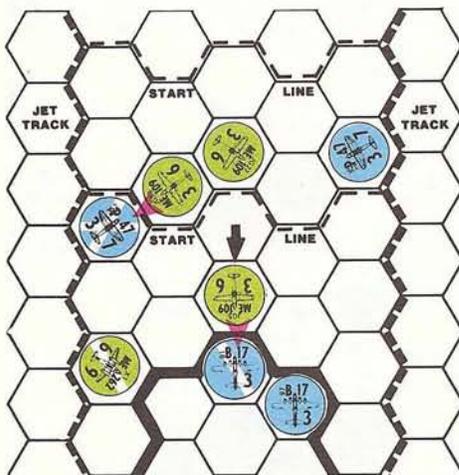
Diagram 12: Round Six—German Movement and Combat
Realizing that this is the sixth and final round of tactical combat, the German player doesn't want to take any unnecessary chances. The Me 262 needs at least two more rounds to be able to fire at another bomber, so in order to prevent the 97th B-17 bomber from firing at him, the Me 262 decides to stay put. The JG27 Me 109 also remains in the same place to prevent the P-47 of the 325th from getting one last shot. The JG53 on the other hand, turns to engage the 352nd, and the JG5 moves in on the 91st. The JG53 is very successful in shooting down the 352nd, and the JG5 damages the 91st.
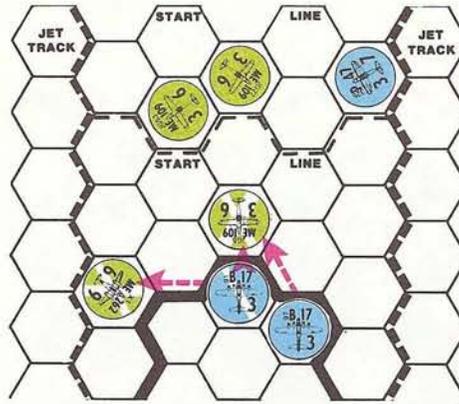
Diagram 13: Allied Movement and Combat
The final round of combat proves to be a very good one for the Allies despite the cautious play of the German. The 91st fires at both the Me 262 and the JG5's Me 109. The 97th can also fire at the JG5. Both bombers score hits on the Me 109 and it goes down in flames. The 91st was also lucky enough to roll an 11 against the already damaged Me 262. Scratch one Jet.

The German player returns his two surviving Me 109s to the regular *LUFTWAFFE* game map, as does the Allied player with his P-47 and both his damaged and undamaged B-17's. Any further combat situations are now resolved.

2. After determining if an attacking aircraft may fire, the attacking player consults the Tactical Combat Damage Table. He then looks down that aircraft's column until he finds the *first* number equal to or greater than the "E" rating of the target aircraft. (Bombers have an "E" rating of 0.)

For Example: An Me 109 attacking a B-17 would look down the Me109's column until he came to the *first* "E" number equal to or greater than the "E" rating of the B-17 (0). In the case of the Me 109, the first number equal to or greater than 0 is two. This number is modified by +2 if the attacker has not dropped his wing tanks, and by –2 if the target-aircraft has not dropped its tanks. These modifiers are cumulative—if both planes have dropped their tanks, or neither of them has, then there is no modification.

3. The attacker then cross-references this number with the roll of two die. This will result in the amount of damage inflicted by the attacking aircraft. An "X" results in the damaging of an undamaged aircraft (the counter is flipped over to the damaged side), or it results in the elimination of an already damaged aircraft. An ⊗ results in the automatic elimination of the target aircraft. There is no other disadvantage for a damaged aircraft other than the fact that it probably won't survive as long as an undamaged aircraft, except that damaged bombers have one less bomb factor.

The game remains basically unchanged. The players are given a little dramatic interlude while they inflict damage on one another. Six turns is not a very long time in which to accomplish much, especially if the German has an escort to fight through. But once that escort is gone . . . !! Players will appreciate the abilities of such individual aircraft as the P-51 Mustang and the Me 262, instead of just watching them being taken off the board in order to satisfy the combat results table. It is now possible for the German to inflict great damage to the bomber group even with escorts still present—providing he can slip by them.

Comments and/or questions should be directed to Ken Erbey, P.O. Box 2892, Palmer, AK 99645. Those expecting a reply should include a stamped, self-addressed envelope.

☆

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	24	2533XOR	1
2.	D. Burdick	23	2177FDL	2
3.	D. Garbutt	22	2171EGK	3
4.	B. Sinigaglio	9	2086FGH	5
5.	P. Siragusa	17	2026CFH	11
6.	L. Kelly	17	2021VVZ	7
7.	T. Oleson	33	2015UVZ	4
8.	J. Zajicek	27	2004GJP	9
9.	J. Beard	13	2003FFL	13
10.	D. Barker	31	1997GHM	12
11.	F. Freeman	17	1981EEF	14
12.	M. Sincavage	13	1979DEI	15
13.	R. Leach	26	1952HLQ	8
14.	F. Preissle	21	1901KLV	18
15.	F. Reese	4	1886FDE	17
16.	B. Remsburg	7	1859FGN	24
17.	C. Olson	7	1855CEI	19
18.	I. LeBouef	12	1853HJQ	20
19.	P. Ford	4	1853ECK	21
20.	C. Combs	2	1846SKH	22
21.	K. Blanch	26	1822HIN	25
22.	W. Scott	20	1804HGQ	23
23.	D. Giordano	4	1802DEG	27
24.	R. Hoffman	10	1798EGL	28
25.	F. Ornstein	7	1796GGK	31
26.	N. Markevich	16	1782CEF	29
27.	J. Wirt	2	1773CEE	30
28.	R. Phelps	5	1765DEJ	32
29.	D. Munsell	19	1760FDI	33
30.	F. Sebastian	19	1758FHN	34
31.	D. Greenwood	24	1756FFI	35
32.	G. Smith	1	1741DDI	—
33.	E. Miller	10	1739GJO	36
34.	S. Martin	17	1731FHJ	37
35.	B. Downing	13	1726EHJ	26
36.	B. Schoose	1	1720EGJ	—
37.	N. Cromartie	9	1719FGO	38
38.	R. Zajac	4	1719FGH	39
39.	D. McCarthy	10	1713DEI	40
40.	J. Mueller	3	1708MKY	46
41.	W. Knapp	18	1701JLR	42
42.	R. Bowley	18	1701EGL	43
43.	B. Hayden	5	1696HIO	44
44.	T. Baruth	5	1693CDF	45
45.	W. Letzin	20	1688DEI	47
46.	L. Barlow	2	1687FHN	48
47.	R. Kolbrick	8	1683DEI	40
48.	C. Braun	5	1671GJO	41
49.	B. Salvatore	2	1670EHK	49
50.	D. Tierney	3	1660DEJ	50

MEET THE 50 . . .

Bruce Downing is 31, married, has a Masters in Computer Science, and quite naturally makes his living as a computer programmer/analyst in Foxboro, MA.

Favorite Game: 3R
AREA Rated Games: TRC, AK, NP, AZ
AREA W-L Record: 16-8-1   **% Time PBM:** 80%
Gaming Time/Week: 10 hrs.   **Play Preference:** PBM
Hobbies: chess, computers, hiking
Pet Peeve: Opponents who take too long to move

We asked Bruce if he thought electronic or computer games would ever infringe on his board gaming time. His response:

"Definitely, unless boardgame designers can handle limited intelligence and simultaneous movement in a non-cumbersome way. The computer can do this easily while automatically taking modifiers and other complicated rules into effect. Boardgame design must produce short (2 hour maximum), enjoyable (short rules), and realistic (limited intelligence, simultaneous movement, and step reduction) games to meet this challenge. Of currently available games, *NAPOLEON* is the closest to these requirements, but it's not very close."

As for what he likes in an opponent, he says:
"I look for reliability and competence. My favorite opponents agree with me easily on matters of mechanics (rules and procedures) while disagreeing with me fairly sharply on strategy. I especially dislike obsessions with luck. Nothing is more boring to me than discussions of how statistically likely or unlikely a current position is. I prefer to deal as well as I can with current positions, not agonizing over past performance of the dice."

Home Before the Snow Falls

A War and Peace 1812 Scenario

French: Bill Parsons
Russian: Chris Vorder Bruegge

Commentary: Mark G. McLaughlin
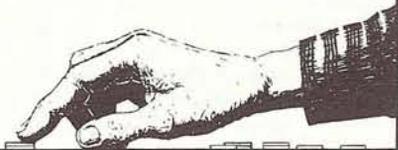
The 1812 scenario was chosen for a series replay because it offers a balanced strategic game of maneuver; the French have an almost 2:1 advantage over the Russians at the start of the game but have only a little time to cross a great deal of space, the army being weakened with each move. The Russians can trade space for time (a gambit familiar to World War II gamers) but have to do it judiciously: an abandonment of western Russia has to be measured so as not to allow the French player too many strategic options. The Russians must seek to channel or at least shadow the French advance or be placed in an untenable position and lose the game.

Chris and Bill often game against each other and both are strong advocates of the tactical matrix option in WAR AND PEACE and other Avalon Hill games. Both players have agreed to use the optional Imperial Guard rule. The principals deploy for action in Figure 1. The neutral commentary is printed in italics.

French Initial Strategy: I will leave my Austrians and Prussians in the rear to protect my supply lines. They can only advance so far, as they are tied to supply sources at Lublin and Konigsberg, respectively. Besides, if I am not winning by November they'll all go home so I had better not count on having them around. They can catch any Cossacks Chris wants to send to harry my supply lines.

I am going to avoid the Napoleon trap. Let him dig in and build up an army at Moscow, I'm not going there. Napoleon is going to head for Smolensk via Minsk, plus threatening Kiev. If things work out I can take Kiev, thus eliminating any Russian forward base for a counterthrust—he'll have to come straight at me from Moscow once I take Smolensk. This sidestep towards Kiev might pull his army south so I can waltz into St. Petersburg.

The St. Petersburg gambit is very attractive. I will put together an all-French regular army under Davout and Murat to move on St. Petersburg; that way I won't have to worry about the force marching failures of the satellite dogettes—they can take the heat in the center. Before winter comes in November I plan to hold Riga, Smolensk, Minsk and maybe Kiev; with a bastion like that I won't have to worry about losing Napoleon or the Allies to politics and it will make him come and hit me.

Russian Initial Strategy: The French have a long way to go in only eight turns (May-December). From Warsaw it is 21 hexes to Moscow, 14 to Smolensk and 13 to Kiev. From Konigsberg it is only 14 hexes to St. Petersburg.

This scenario favors the Russians, so I had better win. The victory conditions demand close attention. It is unnecessary for the French to take Moscow, provided they take St. Petersburg. It is, however, necessary for them to take Smolensk. Distances are instructive. There are 21 hexes between Moscow and Warsaw to be traversed in eight turns. It is only 14 hexes from Konigsberg to St. Petersburg and the same distance between Warsaw and Smolensk. An apparent French strategy would be to take and hold Smolensk and then decide on

Moscow or St. Petersburg (probably the latter). The Russian difficulty is that St. Petersburg is difficult to reinforce.

The Russian strengths are the constant reinforcements at Moscow and Kiev, an eventual superiority in cavalry (I can replace my cossacks at Moscow, he cannot replace his cavalry losses) and the superior morale on board four. Kiev is really the Russian ace as it threatens French supply lines to Smolensk. Leadership quality is about dead-even, one of the few scenarios in which this is true. French strengths are initial advantages in all arms and the offensive choice of direction.

My strategy, therefore, will be to avoid losing a large battle in the first four turns, lengthen his supply lines and build reserves at Moscow and Kiev, then counterattack.

On a personal note, neither Bill nor I have played this game very often. Bill is, however, the better gamer. He usually suffers atrocious luck, which may be to my advantage. He believes that he will beat me on the tactical matrix. Perhaps so.

The French appear to be deployed for a south or south/central attack, but some of their troops are set back about a hex too far west, giving up some movement to the east. He must plan on some flanking maneuver, but I cannot tell which.

The French army is divided into three distinct army groups (shades of 1941). His initial advantage in infantry (89:43) and cavalry (17:8) is not as much in evidence on the first two turns, since much of that preponderance of force is scattered back in Prussia.
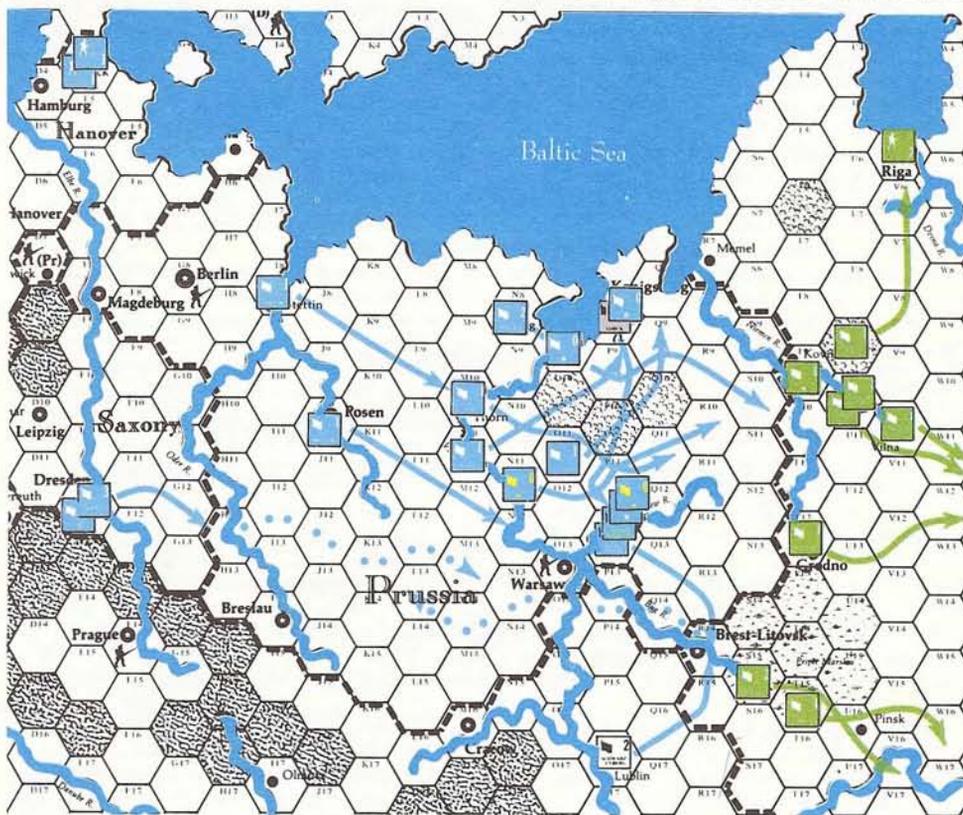
Figure 1: Opening setup, May 1812. French army advances on broad front.
(Key: Blue are French leader counters, White are French Allied leader counters, Green are Russian leader counters.)
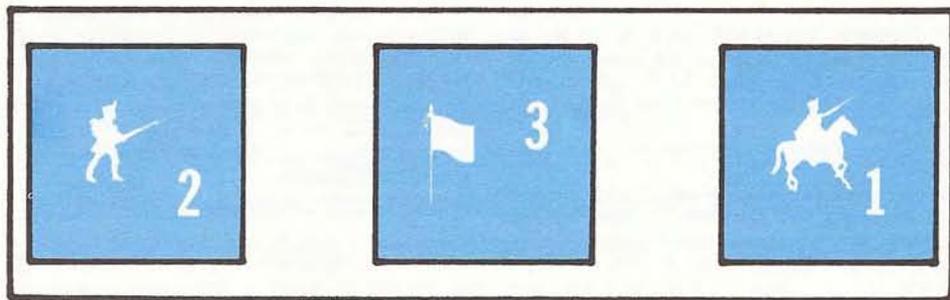
Napoleon himself cannot reach the front for at least two turns. Much of the Russian army, however, is deployed on the border.

The three French battle groups are: North (Davout) with Yorck and "A", 28 strengthpoints, most of whom are French regulars; Center (Ney) with Murat, Eugene and "b", 25 mixed strength points and South (Poniatowski) with Jerome, "B" and "a", 16 points of satellite troops, not a Frenchman in the lot. Victor is herding forward the mixed bag of troops, as is Napoleon. The corps with Bessieres is the real heavy-hitters, the Old Guard.

The Russian army has deployed in a hedgehog around Kovno, with 18 strength points, most of whom can support each other. He must be preparing to contest the river crossing and make the French show their hand. He could have set up another hex to the east with some of them if he intended to run. Grodno (Doctorov) is also being held up front to contest the river, rather than further to the east, with seven strength points. Bagration and Tormazov are adjacent to each other in the swamps with 21 strength points. He hasn't deployed for a race, but for a war.

French May, 1812: Onward. Davout is going to start things right with a force march of three extra movement points (without a loss, how's that for luck) right next to Kovno. The Konigsberg garrison will join him as will "A". This should blast a hole. Schwarzenberg with his six Austrians and Poniatowski and company will go after Bagration in the swamps. This is probably a dumb move, as I'll be minus one for the swamps, minus one for leadership and minus another for morale, but they're only dogettes, and if I lose Poles they can come back at Warsaw.

I've got so many g-damn troops. Let's shuffle them all forward and bring Napoleon up as close as he can. For a little historical color I'll detach the Guard cavalry to join him.

Kovno is a wipe out. Rather than be annihilated in the field with an automatic Demoralized 3 (he'd lose three of his four strength points) he is going into the fortress. It's still 3:1 because Davout has 24 strength points, mostly French. One round, one Frenchman bites the dust and the whole Russian corps is eliminated. Davout and 15 Frenchmen enter the city.

In the south it's another story. Odds are 3:2, with 22 strength points to 12. I choose an envelope chit and so did he, but I roll a 5! Minus 3 that's only a 2, oh boy, screwed. Five strength points, three of them Poles, dead for only two Russians. Everybody back a hex. Definitely a mistake to attack in the swamp. I think I will stop all attacks, for the moment, south of the marshes, but leave Jerome to hold Brest Litovsk with a small force and keep the Austrians (what's left of them) back to defend Warsaw. Everybody else is going to Minsk and Riga.

Russian May, 1812: What stupidity at Kovno. I should have fought a field battle to save my leader and one of those four strength points. Oh well, it is still too early to determine the French strategy. Maybe Bill will bring Napoleon in and roll boxcars to kill him.

Center army is going to run and join up with my northern force on the road to Vitebsk. Bagration and Tormazov may as well fall back too lest he swing south and hit them with everything; they've done their job. Constantine and Wittgenstein will go pick up the leaderless forces and prepare the reserve army.

French should have counted a little better and tried to get a 2:1 at Bagration (he was only two strengthpoints short) but considering what he rolled it wouldn't have helped much. The Russian made a minor error at Kovno, but he can afford the loss of

Figure II: June turn. French advance continues with shift to a possible northern strategy. Riga is overwhelmed and Russian army is in precipitous flight to the east.

a zero leader. Both sides have massed their armies into two basic forces: the French behind Davout and Poniatowski, the Russians around Barclay and Bagration.

French June, 1812: I don't believe it. I rolled a "6" on attrition, and my armies are all concentrated. Sixteen factors, nearly 16% of my entire army wiped out in one die roll! That's 80,000 men! What really hurts is that four of them are cavalry. Only three of those 16 are French, at least, but what a bad die roll!

Still, war goes on. Davout is going up to Riga and Murat and Eugene are right behind, as are the survivors of the Kovno attack force. Jerome is staying in Brest and everybody else is forming a nice, neat line on the row of hexes that split boards three and four. This maximizes my attrition bonus for French forces, a minus one in their favor, since nobody is totally on board four (Russia). I need a breather after that fiasco.

Just one little attack, Davout, Murat and 17 strength points against Wittgenstein and his six, entrenched, at Riga. One point short of 3:1! I skirmish, he bombards, plus one in his favor, but Davout and the French still make it even up. Rolled a natural boxcars, a D3 result! Three Russians eliminated and a fourth cut down in the pursuit, for only one French infantryman. So much for a Russian northern army.

Russian June, 1812: General winter struck early; another French attrition roll like that and this is in the bag. Unfortunately Bill's luck came through at Riga as Wittgenstein got blown away. French could have blitzed me by advancing faster but he wants to avoid attrition in Russia for one more turn. No sense wasting everybody fighting here.

Meanwhile, everybody runs. Constantine is off to Moscow to form an army and Benningsen can get that lone Kharkov trooper. Vitebsk will be a rallying point for my northern army, and Bagration and Tormazov will form up just above Kiev. Both armies can hit Minsk, if the French go for it. St. Petersburg is his if he wants it; I'm going to hold him before Smolensk.

As can be seen from Figure II, the Russian is running a lot faster than he has to, giving the French a clear shot into central Russia. The French are

moving very safe and slow, I guess that attrition roll unnerved him (who wouldn't be unnerved). I'm glad we agreed that I wouldn't see their notes on plans or play until the game is over—that keeps me guessing too.

French July, 1812: That's better, only one strength point lost to attrition. Now we can move on. Davout overruns the two infantry strength points Wittgenstein abandoned above Riga and rolls along the coast, with the rest of the northern army group behind him. Napoleon and Ney will form up at Y12, Poniatowski and "b" can stroll into Minsk. Bessieres and his Guards will reach that safe hex row between the boards, no sense losing Guards to force marching or attrition. The "0" leaders are starting to shuttle up the reserves from Germany and Poland. I think Jerome can come forward a little.

Russian July, 1812: Lucky on attrition again, only one strength point lost. I'm still behind him overall in strength points (see Table III, July line) but he is not concentrated. About a quarter of his army is in the north, chasing a general without troops, another quarter is back in Poland and the rest is in four stacks, none of which are adjacent. Time to risk a counterattack.

Bagration and Barclay mass at Minsk, 30 strength points (150,000 men!) against Poniatowski's 11 satellites. Odds are 2:1, plus four in my favor (leadership and morale, both up, and +1 on a tactical skirmish versus his refused flank). Three dead satellites, plus a fourth to cavalry pursuit, and I lose a Russian. Five of my cavalry get an automatic over a Danish infantry strength point at Y13, above the city.

Unfortunately, I won too soon; he gets away before I can crush him.

Bill either made a blunder separating his army so widely, out of support of each other, or he has set a keen trap, enticing Chris into a "golden door" offensive at Minsk. An awful lot of Frenchmen (most of his regulars) are up in the Baltic; why doesn't he send some of them to where the action is. Unless he misses all his forced marching, he'll still get into St. Petersburg before the Russian reinforcements reach the city in September, in which case they

Figure III: July 1812. Poniatowski easily occupies Minsk only to be thrown out by 150,000 Russians (30 strength points) under Barclay and Bagration. Davout advances without opposition toward St. Petersburg.

appear at the nearest Russian city not in French hands, which will be Moscow, since the French took Vitebsk.

Chris sprung a trap of his own, but it worked too well. If he hadn't rolled so well he would have had an automatic 4:1, D3 on the second attack (he could have had a 3:1 the first time but that isn't necessary, as the table only goes to 2:1, then skips to automatics at 4:1). Unfortunately, Poniatowski got away.

French August, 1812: Attrition isn't too bad: four strength points, three of them satellites. I'm still ahead in strength points, but the lead is narrowing. Should I even attack at Minsk? He's given me St. Petersburg. Why not, let's go get him, he's got everybody at one spot.

Davout is still going for St. Petersburg, but I can send some of the supporting troops down toward the real war. Unfortunately I don't have another general with Davout so I can't split his corps up, and it's a third of all the French Regular infantry on the board!

Jerome and "a" will have to set up my supplies and "A" can form a little block below Vilna. I can put 20 strength points at Minsk to hit Barclay, just enough to make him roll a 1:1 against my satellites. Napoleon and the single Guard Cavalry will be enough to raise it one in my favor (using the Guard rule) although it will sacrifice the best unit on the board. Bessieres and the Guards are right behind for the second wave.

He withdrew! I pulled an envelope and he got away! At least he rolled a four (six on the dice minus one for tactics and one for my leader/morale bonus) so he loses four strength points. Unfortunately I lose two, one of which is the Guard Cavalry.

Table I.

Analysis of Orders of Battle

Initial Forces

	French	Russian
Guard Cavalry	1	1
Regular Cavalry	6	6
Satellite Cavalry	7	
Allied Cavalry	3	
Cossack Cavalry		3
Total Cavalry	17	10
Guard Infantry	6	3
Regular Infantry	29	40
Satellite Infantry	45	
Allied Infantry	9	
Total Infantry	89	43
"3" Leaders	1	
"2" Leaders	2	2
"1" Leaders	8	5
"0" Leaders	6	1
Total Leaders	17	8

Reinforcements

	French	Russian
Regular Infantry	8	34
Regular Cavalry	2	2
Cossack Cavalry		3
Leaders		3 (one "2", two "0")

Replacements

	French	Russian
Satellite Infantry	7*	
Cossack Cavalry		7*

*maximum from previously eliminated units.

Maximum Possible Strength Points

	French			Russian			
Turn	Inf.	Cav.	Leaders	Inf.	Cav.	Leaders	French Advantage
May (start)	89	17	17	43	10	8	+53
June	90	17	17	46	10	8	+51
July	91	17	17	49	10	8	+49
August	92	17	17	52	10	8	+47
September	93	17	17	60	12	9	+38
October	94	17	17	68	12	11	+31
November	95	19	17	71	15	11	+28
December	96	19	17	74	15	11	+26

Figure IV: August 1812. French army masses near Minsk but Russians withdraw after only one round, declining to fight a decisive battle. Russian cavalry go after French supply line.

Table II.
Attrition Table Analysis

Strength Points in Hex

Loss	3-5	6-10	11-15	16-20
1	16%	33%	33%	33%
2	—	33%	33%	33%
	(.16)	(1.00)	(1.48)	(2.00)
3	—	—	16%	33%

Number in parentheses is average number of strength points lost (does not take into account nationality modifiers as both Russian and French have equal attrition inside Russia—mapboard 4)

Average Strength Loss for 20 Factors

4 stacks of 5	= .64
2 stacks of 10	= 2.00
1 stack of 5 and 1 stack of 15	= 1.64
1 stack of 20	= 2.00

Table III.
Conduct of the Campaign

	French Player			Russian Player		
Turn	Forces	Attrition	Battle	Forces	Attrition	Battle
May	107	—	6	57	—	6
June	87	16	1	53	1	4
July	88	2*	5	49	1	4**
August	79	4	5	56	1	5
September	74	2	14	57	3	16
October	64	—	—	(49)	concede	
losses		24	31		6	35
total losses		55			41	

Note: *Forces* includes all reinforcements, replacements and losses due to attrition and is calculated at the start of the Player's Movement Phase.
*Includes 1 strength point lost to Force Marching
**Includes 2 strength points overrun

Russian August, 1812: I can't win. I'm now playing for a draw. I would have trouble retaking St. Petersburg but I should be able to hold him off in the center. I could try for Warsaw, but it's not likely to happen. I must keep him out of Smolensk.

The Kiev army has just arrived, giving me seven strength points in a crucial area. I will break up the main army, sending half to guard Smolensk, the rest to destroy his supply lines and maybe go after Warsaw. Bagration and Barclay can go to Smolensk. Constantine is just a hex short of joining them, unfortunately. (See Figure IV) Meanwhile my cavalry superiority can cut off his rear, taking out a Rhinelander at V12 and the Polish cavalry at V14. That will put his entire army out of supply around Minsk. The cavalry to cavalry battle works out well, seems he put his cavalry into square (there ought to be a rule against that) but my skirmish line is enough of an advantage. One Polish squadron dead, another cut down—so much for his satellite cavalry.

The Russians have split their army? Why? I like the cavalry raid a la Jeb Stuart but the infantry army under Tormazov at W14, just west of Minsk is out of place. He should try and beat Napoleon with everybody, then go after Warsaw. The Russians have been shuffling troops well, but they forgot to put someone into Smolensk to dig in. Constantine unsuccessfully tried force marching, although being adjacent to Barclay may still be enough.

The French are moaning. I guess he's afraid of another attrition die doing him in. His troops are a little out of place, but if he doesn't roll a high attrition, I think he might just have the game.

French September, 1812. I'm going home due to poor play. Chris has beat me. Still, let's get it over with. Lucked out on attrition, only two dead, and they are both satellites. Even out of supply and in

Figure V: September, 1812. The decisive turn of the game. The main French army attacks Smolensk and wrests it from a stubborn almost-to-the-last-man defense. Davout parades through St. Petersburg as his supporting corps march south. Russians form army along road to Moscow and launch offensive from Kiev.

Russia I made out like a bandit. Chris has to attack to win, and if I can take and hold Smolensk I can play for a draw or perhaps pull out a victory. Davout reaches St. Petersburg and the small force moving out of Moscow under my old friend Wittgenstein is not a threat. Murat is riding for the Cossack near Vitebsk. Jerome and "a" will have to cover my rear as the reserves shuttle up to Warsaw (still loyally held by my Prussian allies). Meanwhile, the army goes for Smolensk.

Jerome takes five infantry to hit two cavalry and a cossack at W12 (he had a second cossack but withdrew before combat, otherwise the stack would have had a zero morale, the same as the cossacks). He outguessed me, enveloping my attack. I roll lousy again, a seven becoming a five, and lose a Polish infantryman without causing him any losses. Schwarzenberg takes a swipe at some Russian cavalry, skirmishing while the Russkies refuse, giving me a +1 tactically. I lose an expendable Austrian infantryman, he loses a Russian cavalryman and retires.

It's Borodino time. Napoleon's on BB12 with all six guards, seven French and 12 satellites: 25 strength points against Bagration's eleven. A 2:1 even, no sense wasting the guards. I've got him. I skirmish, he bombards, plus one and a lousy die roll! Five becomes a six and we each lose two.

Second round. Throw in the guards. Charge! (What else do you do with the Old Guard). He refuses, no tactical advantage. Rolled a lousy six,

but it becomes a seven so I don't lose anything and kill a Russian. No victory, but at least the Guard is alive.

Third round. Constantine is in, but it is still 23:14, a 3:2, but I think I'll hoard the guard again. I'll hold back and bombard, he holds back too and refuses, lousy six on the die again and we each lose two infantry.

Fourth round. Is this still the same battle? Still have him 3:2, I skirmish, he envelopes, I roll a lousy five, which is reduced to a four. Two infantrymen for nothing!

It is still 19:12, let's throw the guard back in and end this nonsense. A bombard against a refuse, that's another pip on the dice. Roll a "6", which becomes an "8". I don't believe it. I want another set of dice. True, two Russians dead and none of my guard scratched, but still no victory.

Round six (even Lee and McClellan only fought seven days, do you think I'll break their record). Charged right into a line of artillery, bombarding me back to the stone age. A dead foot soldier.

Seventh day of battle. 18:10 in my favor, all six guard, three French and nine satellites still hanging in there. I better use guards or it's a satellite army for morale purposes, and I can't afford that, because if I don't take the city now he'll entrench, bring up more people, cut my supplies and it's all over. The Guard goes in again.

What do you know! I bombarded while he fell into a square, that's plus 2 and another for the Guard and aw S--t, another "6". That goes up to a

"9" killing two of him for my guards but at least getting a D1 on him, partially demoralizing him. Do these dice have any numbers above six on them?

Round eight. Guards charge into a square, but I still have a morale bonus on him, and it is 2:1 (he has only 8 to my 17). A Russian dies alone, no French casualties.

The bell sounds for round nine as we both come straggling out of our corners. I'm gonna get him. In go the Guards, Skirmishing like mad, and he pulls a withdrawal chit! Now I get my dice roll. But it's only a modified "9". Three of his boys go down, another falls to pursuit, and I lose a single guardsman.

I won that battle on the tactical chits. Sixteen strength points cheerily march into the smoldering embers of Smolensk, including four of my guardsmen.

Russian September, 1812: Bill beat me on the chits, despite his bad luck on the dice. Nine French, including two Guards died, but it cost me fourteen! Only the three infantry of the Russian guard lived. I have no central army left. Three more Russians die on attrition. An army is forming at Moscow, but it isn't enough. I fought it badly, Bill beat me, no doubt about it. Question is, now what do I do about this stinking mess I got myself into.

What's left will retreat to FF12, where it will merge with Benningsen, Doctorov and Wittgenstein to form an army with newly arrived General

Figure VI: October, 1812. French army mass entrenches at Smolensk, with Guard almost intact. Davout's French move south from St. Petersburg as reserves in Poland reopen supply line. Russian player concedes.

Kutuzov. It's only 12 strength points, but it's all I've got. They are entrenched as well.

My cavalry is going to go after Schwarzenburg and the French supply lines guarded by French satellite leader "a". Barclay is leading the infantry in the direction of Poland.

Barclay and his 11 strength points easily overpower the Austro-French Satellite force, killing three out of four with a charge against a withdrawal.

It looks bad for the Russians. Splitting his army hurt him at Smolensk. Bill thinks he rolled poorly, but he rolled just the right, ironically, die rolls to prolong the battle and destroy the Russians in a massive attrition contest. The French lost nine strength points in as many turns, or about 45,000 men out of a total of 125,000 (25 strength points), a loss of 36%. The Russians lost 14 (70,000 men) out of 17 (85,000) for an average of 1.55 strength points a turn or 82% of their army. The French now have the advantage in the center as Murat with three cavalry and two infantry is only a few hexes away.

The Russian thrust towards Poland is still going strong, but is not strong enough to reach Warsaw, which Bill has firmly entrenched with Prussians and Poles. Overall forces still favor Bill (See October line on Table III) at 60 French (to which three reinforcements and one replacement will be added in October) versus 43 Russians (another six Russians will be added however).

French October, 1812: I think I've got it won. He's going nowhere in Poland, and once the Guard and Napoleon digs in at Smolensk he'll never oust me. Davout is coming south. I can just sit still and win.

Still, let's get everybody moving up, it is the last turn before winter. A second army forms adjacent to the entrenched Napoleon, and next turn Davout himself can take command of it while I send a minion up to lead the French with Davout now trudging southward. The cavalry corps that just arrived at Danzig gives me the perfect counter to Chris' cavalry army.

Russian: No need to fight the battle against the cavalry army. I concede.

I agree with Bill's assessment. Only with incredible luck can the Russians even go for a draw at this stage, as winter is no kinder to the Russians than it is to the French. The game ends in mid-October play. (See figure VI).

French Summary: The French purposely consolidated, moved cautiously and slowly in order to avoid Russian attrition penalties in the first three turns. The formation along the U hex row was a jumping off point. I gave up on my southern strategy as the Russians were playing a strong defense down there. However, as I closed on an undefended St. Petersburg I took heart and continued a general easterly and northeasterly advance.

St. Petersburg is in good shape with eight French regulars, so even a wild cossack raid is no threat. I can hold Smolensk although I am a little doubtful depending on attrition and his luck.

All in all, I really think it is difficult to win as the French but very easy to get a draw, particularly if the Russians do not stoutly defend the Riga approach to St. Petersburg.

Russian Summary: Well, here's a fine kettle of fish. His attack on Smolensk succeeded with heavy loss to the Russians at marginal cost to the French. His supply lines are tenuous at best but all he has to do is entrench and send some troops back to

Table IV.		Tactical Draws in 1812 Campaign			
Turn	French Draw	Russian Draw	Advantage	French Loss	Russian Loss
1	Envelop	Envelop	0	5	2
2	Skirmish	Bombard	+1 Russian	1	4
3	Refuse	Skirmish	+1 Russian	4	1
3	Envelop	Withdraw	+1 French	2	4
	Square	Skirmish	+2 Russian	2	1
5	Charge	Envelop	+1 Russian	1	0
	Skirmish	Refuse	+1 French	1	1
		battle at Smolensk			
	Skirmish	Bombard	+1 French	2	2
	Charge	Refuse	0	0	1
	Bombard	Refuse	+1 French	2	2
	Skirmish	Envelop	+1 Russian	2	0
	Bombard	Refuse	+1 French	0	2
	Charge	Bombard	+1 Russian	1	0
	Bombard	Square	+2 French	1	2
	Charge	Square	+2 Russian	0	1
	Skirmish	Withdraw	0	1	3
	Withdraw	Charge	+2 Russian	3	1
total: 17 rounds of tactics				28	27

Rounds of Combat				
	French won	French Pips	French Average Pips (won)	(total)
	6	+7	1.17	.412
	Russian won	Russian Pips	Russia Average (won)	(total)
	8	+10	1.25	.588
	Drawn			
	3			

	Times Drawn. % Drawn		
Chits:	By French	By Russian	Overall
Charge	4/.24	1/.06	1/.15
Envelop	2/.12	3/.18	5/.15
Skirmish	5/.29*	2/.12	7/.20*
Bombard	3/.18	3/.18	6/.18
Square	1/.06	2/.12	3/.08
Refuse	1/.06	4/.24*	5/.15
Withdraw	1/.06	2/.12	3/.08

*= most popular chit

Table V.
WAR AND PEACE Tactical Matrix

Larger Force

Smaller Force	Charge	Envelop	Skirmish	Bombard	Square	Refuse	Withdraw
Charge	0	+1	−2	+1	+2	0	(−2)
Envelop	−1	0	−1	−1	+1	+2	(−1)
Skirmish	+2	+1	0	−1	−1	−1	(0)
Bombard	−1	+1	+1	0	−2	−1	(NC)
Square	−2	−1	+1	+2	NC	NC	(NC)
Refuse	0	−2	+1	+1	NC	NC	(NC)
Withdraw	(+2)	(+1)	(0)	(NC)	(NC)	(NC)	(NC)

Explanation: Cross reference the option of the larger force with the option of the smaller force and add the result to the dice roll used to resolve the battle. If the result is NC the dice are *not* rolled during the current round. If the result is parenthesized, the battle *ceases* at the end of the current round.

stabilize his lines of communication. I can't even try to retake Smolensk, at least not seriously, until the last turn of the game. Meanwhile, I could ravage his rear and might accidentally take Warsaw.

My analysis, however, is that I lost all chance of winning on turn one when I decided Wittgenstein could defend Riga alone and hence St. Petersburg. Davout proved that analysis to be in error. Even so, diverting more troops northward would have been equally bad as Davout had loads of troops. My second strike was the fight at Smolensk. My tactical sense was inferior to Bill's; I should have pulled out immediately.

I should have initially deployed more at Kovno but I was clever by halves, thinking I could reinforce it. I think my swamp deployment was the best use for the southern forces. All told, it is very difficult to defend St. Petersburg. I disagree with Mark's analysis that Russian forces should retreat in a northeasterly direction. They become cannon fodder, and fighting early is pure suicide.

I agree with both of them that the Russians can not win at this stage. Chris ran too fast, and split his army after the bold counterpunch at Minsk. He could still pull the army together for a December push at Smolensk, but the French have the central position and could move to destroy either of the Russian armies that attempt to close in on Smolensk.

I think the Russian became enticed by a Kiev strategy, which works great against a Moscow advance by the French but which is weak against a northern gambit.

The French I thought had moved too slow, but it turns out he planned it that way. I still like to move fast and hit the Russians as early as possible, but the Longstreet-like leapfrog worked very well. I think Davout was misused, however, since his presence would have been invaluable in the center. One of the other leaders, such as Victor or Eugene could have taken the troops into the city once it was obvious it had been abandoned. The combination of Napoleon and a two point general operating side by side to reinforce each other is devastating.

Napoleon, with the guard, entrenched, is a plus two on any Russian counterattack against Smolensk, and there are plenty of French to make sure the odds are never more than 1:1 against the city. The Central position allows Davout to takeover the city in November while Napoleon takes a single guard and some other forces to hit one of the two approaching Russian stacks if need be.

Luck was definitely against Bill on the dice, as he had the terrible disaster on attrition during the first turn of attrition rolls. This evened out, however. As can be seen from Table III, only 24 Frenchmen died from attrition, two thirds of them on one turn. By contrast only six Russians were attrited, but they operated in fewer, smaller stacks most of the game. Combat losses were almost

equal, 35 Russians to 31 French. In terms of forces, the French army, which could have reached a maximum of 115 strength points, lost 55 (47%); the Russians who could have reached a maximum of 89 strength points lost 41 (46%). With losses so equal, the French should be able to retain the advantage until the end.

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GLADIATOR . . . *Continued from Page 15*

to full A, however, would require six defensive CF. A "dash" entry means that the particular combination is not possible. For example, full C armor is already better than A5 armor, just as C7 is better than B5.

By the time I'd finished the above Table I decided that I could go a step further and prepare a simple variant to the Armor Tables. To this end I offer you Table 5. Here you will find the cost, in sesterces, of each type of armor. For example, the A7 helmet and C groin armor of the last light gladiator entry would cost 185 and 180 sesterces respectively. As an alternative, I propose that each light gladiator be provided with 160 sesterces to be spent as he sees fit. Many more than six combinations are possible in this way. For example, he could buy three pieces of C5 armor or blow it all on a C9 helmet. For medium and heavy gladiators the amounts are 800 and 1000 sesterces, respectively.

Armor Coverage			5	6	7	8	9	F
a	t	C	50	80	105	130	150	180
r	y	B	80	125	165	205	235	285
m	p	A	85	140	185	225	265	320
o	e							
r								

Table 5. Armor cost, per body area, in sesterces.

If you're curious, the costs were arrived at by calculating the ratio of the difference between the average number of wounds with a particular armor type and the number for no wounds to the difference between wound results for C5 and no armor. In light of the amount mentioned in 22.2 in the Campaign Game, C5 armor was then priced at 50 sesterces.

While I was in the variant business I decided to include an alternative to the Physical Characteristics Chart. If you'd like to give this one a try, roll three dice for each of the five characteristics and consult Table 6. As an example, rolls of 13, 10, 9, 12 and 8 would give you a gladiator with a TR of 11, an ST of 1, an AG of 0, a CON of 4 and a W of 10. The probabilities in this Table are quite close to those of the original chart. The improvement is that this Table contains 18,816 possible combinations.

Good luck, and watch out for left-handed gladiators.

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Squad Leader Clinic

WIRE

By Jon Mishcon

Antipersonnel obstacles have existed for centuries: roman forts were ringed by pits containing sharpened stakes. The moat/ditch of the Middle Ages readily comes to mind. In forested Europe, fort approaches were blocked with interlocking felled trees. Perhaps the interlocking treetops pointing toward the enemy would be shorn of leaves and their branches sharpened (thus forming abatis). Early obstacles were designed to break up the cohesion of attacking waves.

As combat has evolved the mechanisms for achieving this disruption have changed but the principles of disrupting attacking formations remains unchanged. Ditches may make effective antitank obstacles but provide fire cover for attacking infantry. Sharpened interwoven tree branches may deter infantry, but abatis are difficult to construct, harder to conceal, dependent on local forestry, and if left in position for any length of time, vulnerable to fire. The inherent mobility and dispersion of Twentieth Century forces imposes new requirements on antipersonnel obstacles.

In the mid-Nineteenth Century, American farmers of the Midwest faced a related problem. On the Great Plains traditional fence material was scarce. Open range herds were all but impossible to purebreed and subject to loss by straying. A cheap, durable, and easily transported fence was required that would withstand the meanderings of ill-tempered longhorns—something was needed that would limit the inherent mobility and dispersion of the herds. Thus was born the barbed wire fence. Armed forces were not slow to see barbed wire's potential. Certainly by the Russo-Japanese War, garlands of wire had begun to appear on the battlefield.

Barbed wire comes in a variety of military forms, High-wire is a series of posts usually two to four feet in height. Posts are arrayed seven to ten feet apart with the obstacle being four or more posts deep and as wide as required. Wire is then strung in single strands from post to post with as many as six strands per post. Obviously, High-wire is durable but easily spotted, time consuming to emplace or remove, and easily swept aside by tracked AFVs. Double apron wire is another form of High-wire where the wire is spread like a tent over a series of central supports. It still has most of the advantages and disadvantages of regular High-wire.

Low-wire or "snares" is a single strand of wire looped from any convenient branch or rock. If no outcropping presents itself, the wire may be nailed into the ground. Less than one foot off the ground it is easily overstepped but does prevent real difficulties for a force trying to deploy under fire. Naturally, Low-wire is easily emplaced and can be almost invisible (especially to aerial recon) but is less of an impediment than High-wire and as easily removed by AFVs.

Concertina is a multistranded roll of barbed wire designed to travel as a compressed coil which is then expanded accordian-like to cover additional frontage. Three or four feet in height, it is comparable as an obstacle to High-wire and much more easily emplaced. In terms of visibility, concertina is midway between High and Low-wire. Removal by AFVs is still easy.

The Cheval-de-frise, or knife rest, is wire prestrung on a framework of wood or steel. Usually the framework is at least three feet high and the unit as a whole can be loaded upon a vehicle. Emplacement is simply a matter of unloading the units and nailing the framework into terrain adjacent to other knife rest units. Though quite visible the Cheval-de-frise has all the impediment of High-wire with the emplacement ease of Low-wire. Further the framework can be made to resist removal by tracked vehicles. Were it not for the transport space required it would approach the ideal for wire obstacles.

Finally the old abatis with its branches pointing towards the enemy can still be found and made stronger (permitting the sappers to forego branch sharpening) by stringing single strand wire through its boughs.

To date, the *Squad Leader* System treats all forms of antipersonnel obstacles with one set of rules. Let's review them.

13.4—Broken units may not rout into wire (pg. 104).

42.1—Hidden Initial Placement is in woods.

53.2—Wire in bunker hex prevents units from advancing into the bunker from an adjacent hex.

53.2—Wire may be placed in any non-building hex.

53.3—No normal movement onto wire except from another wire hex or if required to unload from vehicle and wire hex is only one available.

53.4—May rout out of wire. Normal motion out of wire is ok but costs MFs equal to roll of a die. Units may enter an enemy occupied hex during the Movement Phase when exiting a wire hex but are subject to Point Blank Defensive Fire in the hex moved into and if broken are immediately eliminated (or captured). If they are not eliminated they must take Point Blank Advancing Fire on the opposing occupants of the same hex who would similarly be immediately eliminated if broken. If still occupying a hex with unbroken enemy units at the conclusion of

the Advancing Fire Phase, there would be no Advance Phase movement as the units would be forced to engage in Close Combat.

53.5—Wire may be cleared by rolling less than or equal to firepower dice roll including leadership effect.

53.52—Attempts to remove wire, regardless of success or lack thereof, leave units TI.

53.53—Demo Charge may remove wire with KIA result.

53.54—Artillery FFEs of 80mm or greater can remove wire with a KIA roll.

53.6—Wire is no LOS obstacle.

53.7—Wheeled vehicles including animal drawn transport, cycles, and even bren carriers (108.29 & 123.41) may not enter wire.

53.8—Fully tracked vehicles may destroy one wire counter (the first one traversed) and continue normal motion.

53.9—Halftracks may destroy one wire counter but must end the turn in that wire hex.

75.9—No wire is allowed in marsh hexes.

92.1—Cavalry may enter a wire hex only during the Movement Phase and must have sufficient MFs remaining to leave the wire hex or dismount in it during that Phase. Cavalry entering a wire hex must roll a die and if that die roll is a '6' the unit is broken in the wire hex.

99.4—Paratroops landing in wire take no additional morale check for doing so.

106.1—No infantry bypass is allowed through wired hexes.

112.9—Vehicular bypass does NOT remove wire from the bypassed hex.

114.52—Ski units may not enter wire hexes.

The rules reflect the slowing effect of wire on troops in formation. Further they demonstrate the vulnerability of wire to tracked vehicles. How then might a player take best advantage from wire placement?

Wire, like any other support weapon, (albeit a passive one) best functions if used in mass. Therefore try to think in terms of multiple blocks along one poorly defended route rather than a single block on each of several approaches.

The best possible placement entails one hex between rows of wire to ensure maximum movement loss. Naturally if there isn't room no law states you can't place wire cheek by jowl with the next.

If tracked vehicles are present wire in woods can be doubly effective as this is much riskier to remove by tracked vehicles and precludes rout to that hex. Obviously placement at woods edge not only slows advance in the woods but also prevents infantry bypass in the hex.

Deliberate gaps in the wire allow for greater density of wire elsewhere, permit a sally port for your own troops, and can pose another agonizing decision for your worthy opponent (did you boresight the gap or not?).

If allowed hidden placement, one visible wire can suggest the existence of many more hidden ones in that locale. Nothing says you can't leave one wire exposed between two woods hexes without others nearby. A little variation from your optimum setup can pay dividends in many future games.

Some suggested wire placement in the already extant scenarios follows:

Scenario 8—If you set up along the crest of hill 621 consider wiring 2T5, 2S5, 2S3, 2Q4, 2N3, 2M4, 2L2, and 2N6. Don't try to get cute as the US has enough reserve strength to eat up any farflung wire.

Scenario 9—Putting the wire atop the bunker hexes is ok but generally the Shermans just knock it aside

(unless you nastily mine AND wire your own bunker hex). I also recommend wiring all the woods around your position.

Scenario 11—Assuming the American will generally fight for Board One, I generally place my wire in a V in the open in front of my main strongpoint. My preference is the factory (1X4) and so I put the wire in 1U6, 1V6, 1W7, 1X6, 1Y6, and 1Z5. If your American opponent tends to try for Board Three consider 3L2, 3M3, 3N3, 3O3, 3O2, and 3O1.

Scenario 12—I urge you to use your American Engineer units to construct roadblocks rather than wire entanglements. This is a game of vehicular rather than infantry mobility. As such, wire might best be used to prevent deployment of infantry dismounting from vehicles. If, for instance, you place an M-10 in 2C2 then wiring 2N3, 2M3, 2L2, 2K1, 2J1, and 2I3 rather narrows the German ability to employ infantry against your tank destroyer.

Scenario 21—Hoping to slow a German thrust through the woods I generally place wire something akin to 3F6, 3G9, 3H6, 3H8, 3I6, 3I8, 3J8, 3L6, 3L8, 3M7, 3M9, 3N7, 3N9, 3O8, 3O10, 3P8, and 3Q9. It is quite feasible to set the wire lines more forward or offset diagonally either north or south around 3K8.

Scenario 22—Although the wire can be emplaced in forward hexes I generally use the wire to discourage a Russian pure infantry thrust through the deep woods. As such I wire hexes 5O5 through 5O10 with 5O4 to 5O7 and 5O9 to 5O10 inclusive. If the Russian never makes a deep woods thrust then every other woods hex alongside the woodsroad will help keep him roadbound. Hexes to think about are 5Q5, 5Q7, 5O3, 5O5, 5M2, 5M4, 5K2, 5K4, 5I3, and 5I5.

Scenario 25—To force the German to dismount early I put the wire in 5Y4, 5Y5, 5Y6, and 5Y7.

Scenario 31—As I usually fire the woods on my left flank I tend to put all my wire on the right. In order to prevent rapid dismounting of infantry into woods I wire hexes 4W1, 6V10, 4V2, 4U1, 4U3, and 4T1. To limit the attack on the third level building I place my final two wire counters in 6K10 and 6J10.

So that you may get a chance to experiment on your own, a scenario is appended in this issue's insert.

"AFTER ACTION-FAST HEINZ (Scenario K)"

The intent of these reports on the scenarios printed in the preceding issues is to provide players with, of numerous possibilities, ONE defensive setup, attacker initial position, and basic tactical approach.

German: 9-1 leader, one 4-6-7 and the MMG in V7, 4-6-7 in X2. Boresight MMG on Q4. Two minefield factors per hex in L1, M1, M2, M3, M4, M5, M10, N1, N2, N3, N5, N7, N10, O5, O8, P3, P5, Q3, and Q6. Twenty minefield factors in V6 and R5.

Russian: Enter both tanks on I1, one squad enters I1, all other troops enter G1 through B0 inclusive.

Attacker's Tactics: Use your one squad that enters on the road to run down the road to O4 (doubletime plus road bonus). If he makes it you will know how far forward you can safely send your T50. Push your T50 as far down the road as you safely can and leave it there for a turn or two. It both blocks LOS and clears a minesafe path down the road. Throw your T37A immediately at one of the three marshes. Use amphibious motion to cross the marsh next turn and exit marsh to rampage into town following the turn. The Russian main infantry body should try to filter into the orchard. From there, cross the marsh at P5. Use this position to enter buildings around R6 and to clear road around

R5/Q5 of mines. Work early to clear building L3 of mines so it can safely be used as rally point. Expose T50 to possible BOG only if required. Move quickly into town so as to minimize forward positions German reinforcements can take. Plan to win this on last turn.

Defender's Tactics: Your screening forces should take as many –2 DRM shots as you can get. Fall back slowly. Plan to sacrifice your screening force so that the reinforcements can enter with minimal interference. If the reinforcements can hold DD4 building and FF7 woods by turn seven the game is strongly in your favor.

If the Russian is bold he'll either lose or win the game by turn four. If the Russian is cautious the battle will seesaw on the east edge of town for the final two turns.   ☆

AN INTERVIEW WITH ALAN R. MOON by Don Greenwood

DJG: Were you involved in the hobby before coming to work at AH?
ARM: As a gamer and as a contributor to *THE GENERAL*, but not as a designer/developer.

DJG: Why did AH hire you?
ARM: Well, basically Don Greenwood (that's you) needed an assistant editor. He had been doing the whole magazine himself as well as working on games. He had started moaning constantly about being overworked. So, after submitting several articles for *THE GENERAL*, I started dropping hints that I'd like to come and help him out. I talked to Eric Dott (President of AH) at ORIGINS 79 and he seemed interested. When I graduated from college in August I came down to Baltimore for an interview. A month later I moved.

DJG: So you were hired just to work on the magazine?
ARM: Sort of. But everyone here works on games, and I was given game projects almost from the start.

DJG: Which do you enjoy doing more, working on the magazine or on games?
ARM: Definitely working on games, especially now that I am designing my own as well as developing.

DJG: Have you enjoyed developing games.
ARM: Very much. I have been very fortunate. First AH bought Battleline and I got to work on *FLAT TOP*, which is one of my favorite games. Now, AH has bought up some SPI games including CON-QUISTADOR, another of my favorites. And if that wasn't enough, I even got to name a game *MOONSTAR*.

DJG: Here's one you always like to ask. Do you have a design philosophy?
ARM: Not really. The only thing that is important to me is that a game be fun to play.

DJG: Do you feel you have been influenced by other designers?
ARM: I'm definitely influenced by other games, games I like, so I guess that means I am influenced by some designers. Craig Taylor and Steve Peek, in particular, are what I consider gamer's designers. They are two of the few designers outside of Avalon Hill who seem to enjoy playing games. Most

designers are embarrassed to admit they play games. There is a real difference between a simulation designer and a game designer. And I don't think anybody can be a good game designer without enjoying playing games.

Alan R. Moon
Born: 1951 (Southampton, England)
PBM Experience: *DIPLOMACY*
First Wargame: *AFRIKA KORPS*
Favorite Wargames: *1776, FLAT TOP, BATTLE OF THE BULGE 81, DOWN WITH THE KING, JUNTA, CAESAR AT ALESIA, DUNE, CONQUISTADOR, STELLAR CONQUEST, NAPOLEON, WAS, VITP*
Favorite Non-Wargames: *CIVILIZATION, 1829, ACQUIRE, BLACK SPY, FOOTBALL STRATEGY, BRIDGE*
Outside Interests: Poetry, Running, Theatre, Art, Reading
Employed by AH: 1979
AH Designs: *BLACK SPY*
AH Developments: *INTERN, FORTRESS EUROPA, HEX-AGONY, TWIXT, MOONSTAR, BUREAUCRACY, GOLD, DOWN WITH THE KING, FLAT TOP*

DJG: So in the playability versus realism debate you are solidly on the playability side?
ARM: Yes. If a game can be a simulation as well, fine. But too much simulation inevitably leads to a game system that becomes too much work to play or enjoy. The trend in the last year has been back towards more simple games and that's fine with me.

DJG: Would you rather design or develop?
ARM: I like both. Since I've been here, I've never had to develop a game I didn't want to work on. As

long as that is the policy, I hope I can combine developing and designing. Designing is much harder than developing and it is nice to be able to take a break and do some developing during less-creative periods.

DJG: Are you interested in history?
ARM: Again, not really. I enjoy history only because, and when, it is the basis for a good game.

DJG: Does this mean you have no favorite historical period in wargames?
ARM: Yes. I do like a large number of World War II naval games but I think this has to do more with the game systems than the subject matter. Naval games tend to contain many things I enjoy like hidden movement, simple mechanics, and limited piece density.

DJG: Do you enjoy fantasy role-playing games?
ARM: No. But I don't mind their bringing in more females to the hobby.

DJG: Do you enjoy non-wargames?
ARM: Just as much, or more, than wargames. I also tend to enjoy multi-player games even more than two player games. I guess this has to do with my real reasons for playing games. I enjoy three things: the challenge of making decisions and forming a good strategy, the social aspects, and the actual feel of the game pieces and mechanics. The subject can be anything. If it's a good game, I'll play it. There are times when I get kind of disgusted at the hobby because people take game playing too seriously. I don't want gamers to get like professional athletes. In a time when frisbee players turn professional, I look on games as one of the last refuges of pure fun.

DJG: Has there been one game you've enjoyed working on more than the others?
ARM: Yes. *DOWN WITH THE KING*. While it was the most work, it was also the most fun. The game has a lot of twists and turns and tends to bring out the best in players.

DJG: Is it similar to *KINGMAKER*?
ARM: Not at all. The games do have similar settings as *DOWN WITH THE KING* is set in Fandonia, a fantasyland War Of The Roses era England. But this is where the similarity ends. For

one thing, *DOWN WITH THE KING* has no board. The Game is played with cards, counters, and charts. It deals with court intrigue, politics, and diplomacy. The funny thing about the game is the way it necessitates cooperation and conflict between players at the same time. Since everyone wants to overthrow the King, players must cooperate to some extent to weaken him, but once the King is weakened they must battle each other for the right to overthrow him. It's one of those games that get people hooked almost immediately because it's so much fun to play. There tends to be a lot of laughter and good natured revenge. It is also a game where no one is ever out of the game.

DJG: How complex is it?
ARM: It's basically a very simple game. The actual mechanics are easy. However, there are so many things that can happen, that there had to be a lot of rules to cover all the eventualities. It is a very easy game to teach people, but one person must read the rules and know them pretty well first. The first few games may take a long time as people get to know what they can do and what they should do, but with experience the game usually ends in two to three hours.

DJG: Why was it so much work?
ARM: Because everytime it was played, something new occurred requiring a new rule or the clarification of an existing one. It is an ambitious game. Considering what has been crammed into it, the rulebook is quite short.

DJG: Were you as happy with the other new releases you worked on?
ARM: Very much so. The release of *FLAT TOP* was a tremendously satisfying event for me. It is a game that is my exception to the rule as I generally dislike and avoid complicated games. But *FLAT TOP* is so intense and exciting it makes the effort and time to play it seem well spent. I was also pleased with *BLACK SPY*, especially since it is my first design. I have played it many times since its release and still enjoy it. As a matter of fact, I continue to enjoy all three of these games, which is unusual since there is a tendency to never touch a game you've worked on after it is published.

DJG: What are you working on now?
ARM: I have one main project which is my own design called *LAND OF THE GIANTS*. I also have three or four other designs of my own that are in various stages, in my mind and on paper. And then there are the "minor" projects like the development of *FURY IN THE WEST*, the second edition of *STARSHIP TROOPERS*, and *CONQUISTADOR*. Eventually, I will also be doing a second edition rulebook for *FORTRESS EUROPA*.

DJG: Can you tell us a little about *LAND OF THE GIANTS*.
ARM: I am trying to make it a simple fantasy boardgame with a lot of variety. Included will be different types of scenarios for different numbers of players. Things like battles between kingdoms, chase scenarios where one side chases another, infiltration scenarios where one side tries to get across the board, and quest scenarios where each player has a goal to achieve.

DJG: Does it have any similarity to *MAGIC REALM*?
ARM: Not really. It does have many of the same fantasy elements. The characters include amazons, wizards, archers, ogres, and dwarfs. The monsters include giants, orcs, goblins, wolves, and sorcerers. Also, both games are set in a wilderness area and use non-hex movement. Beyond this, there is little similarity.

DJG: Will the game have a regular board or a hex-tile set like *MR*?
ARM: Neither. The board is setup by placing a variable number of the 120 2½" square tiles in a prearranged pattern. The different types of terrain on the tiles include swamps, woods, river, and buildings. Each of the tiles has paths leading off two, three, or all four of its sides. Many of the areas have clearings which is where monsters appear.

DJG: Can you tell us a little bit about the game mechanics?
ARM: A player can have one or more characters and he can form one or more parties with these characters. Each party may move one area (tile) per turn. If it is an unexplored tile, the player must first check to see if the path connects to the adjacent tile he is trying to move. If it doesn't the party can't move. If the area has a clearing, monsters along with any items such as treasure are generated. The player must then decide whether to hide, to withdraw, or to fight the monsters. Party versus party battles are also possible.

DJG: What is the combat system like?
ARM: Each character and monster has abilities with certain weapons. In addition, players have specific abilities when performing actions such as hiding, withdrawing, stealing, and healing. A player can choose his force and so can decide what type of game to play by this selection. During combat, each character may make one weapon attack, usually using the weapon he has the most skill with. However, since weapon attacks are resolved in order of attack priority, bow before sword, sword before axe, etc., characters may be forced to use other weapons in an attempt to kill or wound monsters before the monsters make their weapon attacks. Any surviving characters and monsters after all weapon attacks then melee. There are multiple rounds of combat with retreat possible between rounds.

DJG: What do you think makes this game different from other fantasy boardgames?
ARM: The main strength of the game is it can be many things. It is simple to learn or teach others. It can be quick or it can be long, depending on the scenario chosen. There is a lot of room for expansion either by the players or by AH in the form of expansion kits which would depend on the initial success of the game. Most importantly though, it is fun. It may be criticized for combining various unrelated fantasy elements, but this mix is what will make it a "gamers" game. Finally, it is a fantasy game that should appeal to wargamers as well as fantasy gamers.

DJG: What are the subjects for your other designs?
ARM: The one I've done the most work on is *UNITED STATES SENATOR*. It's unfortunate that it probably would not be a great seller because of the subject matter and it may never be published, because it could be a great game. It has everything that makes a game fun. Every move a player makes is a decision. Sometimes, players must cooperate, sometimes they must work against each other. If it sounds interesting, write to Don Greenwood and tell him you'd like to see it. The other one worth mentioning is a card game called *TRICKS*. It's not for kids though. Two others I have done some work on are a modern Middle East political game and a Space Empire game.

DJG: What does the future hold for you?
ARM: At the moment, my only real goal is to find a gorgeous female gamer (age 18-45). And if anyone reading this fits the bill, write to me care of Avalon Hill. A picture would be appreciated. You've already got mine.

☆

FEBRUARY 5-6-7
GENCON SOUTH, Jacksonville Beach, FL
Contact: P.O. Box 16371, Jacksonville, FL 32216. *NOTE:* DIP, RB, SL, WQ, WS&IM, KM, 3R, PB, AF, MA, TB, Acquire

FEBRUARY 5-6-7
WARCON, College Station, TX
Contact: P.O. Box J-1, College Station, TX 77844. (713-845-1515) *NOTE:* SL, DIP, KM

FEBRUARY 12-13-14
MAINECON '82, Portland, ME
Contact: John Wheeler, 245 Water St., Bath, ME 04530. *NOTE:* Primarily miniatures.

FEBRUARY 13-14-15
ORCCON, Anaheim, CA
Contact: P.O. Box 2577, Anaheim, CA 92804. *NOTE:* Wargame, sports, fantasy, SF, and family game tournaments

FEBRUARY 13-14-15
DUNDRACON VI, Oakland, CA
Contact: 386 Alcatraz Ave., Oakland, CA 94618. *NOTE:* SF & Fantasy Role Playing only.

MARCH 19-20-21
NEOCON I, Akron, OH
Contact: Convention Lords, Inc., P.O. Box 4045, Akron, OH 44321
Note: Wide Assortment of Events

MAY 28-29-30-31
GRIMCON IV, Oakland, CA
Contact: P.O. Box 4153, Berkeley, CA 94704. *NOTE:* Fantasy-SF.

MAY 30
M.I.G.S. III, Kitchener, ONT
Contact: Les Scanlon, 473 Upper Wentworth St., Hamilton, Ontario, CANADA L9A 4T6.

JUNE 11-12-13
MICHIGAN GAMEFEST, Detroit, MI
Contact: Metro Detroit Gamers, P.O. Box 787, Troy, MI 48099. *NOTE:* Many AH events among a wide range of gaming activities.

JULY 3-4
FIRST ANNUAL ATLANTA SQUAD LEADER OPEN, Atlanta, GA
Contact: D. R. Munsell, 2327 Dayron Circle, Marietta, GA 30062. (404-973-6040) *NOTE:* Five round, round-robin SL tournament

JULY 23-24-25
ORIGINS 82, Baltimore, MD
Contact: Atlanticon, Inc., P.O. Box 15405, Baltimore, MD 21220. *NOTE:* The National Adventure Gaming Show including many AH sponsored events among a wide range of other gaming activities.

AIR DROP ON CRETE
No Trip To The Promised Land—For Either Side   by Don Eisan

For one week in May, elite German airborne units assaulted the island of Crete, turning it into a cauldron. When the battle ended it was hard to tell the victors from the vanquished. Historians still disagree on who the final victor was. Despite this, or possibly because of this, the circumstances surrounding this campaign form the perfect framework for an historical simulation wargame.

There are few games on the market today that require as much thought and pre-planning of strategy as *AIR ASSAULT ON CRETE*. It is the very relationship between your plans and your opponent's plans that will frequently decide the outcome of the game. This is not to say that the operational level tactics and strategies do not also play a key roll, but any major attempt to alter your original strategy is difficult if not impossible. Once the win catches at the first piece of silk and billows it out to form an umbrella of air, the die is cast.

One of the reasons for the need to plan out your actions in advance is that there are really three separate battles taking place; one on each of the three boards. The three actions are linked together in the game by German air power and the victory conditions. The distances between each area and the limited amount of transport capabilities prevents the transfer of forces from being a viable option. If the initial assault forces find themselves dropping into a flak trap, they will find it very difficult to say afloat in full battle gear. On the other hand, the Allied player may find half of his non-combat units destroyed on the first turn. Since the game is not very forgiving, it becomes even more important that you understand the options you have open to you. This article will try to focus on the available strategies that can be used by both sides. However, it cannot replace imagination when it comes to doing the unexpected.

To win, the Allied player must destroy at least 75 points worth of German units *AND* evacuate at least 80 points worth of their own units. There is another condition for a quick Allied victory by denying the German player all three airfields at the end of the eighth turn. While this situation does not occur very often it is still something neither player should lose sight of.

It is no coincidence that the Allied noncombatar.'s total exactly 80 points. These sixteen units represent the prizes in the game. The Allies must try to protect these units and evacuate them as quickly as possible. If we look at Table #1 we will see the distribution of these evacuation points. The bulk of these are in the Suda area. While the noncombatant's only real function in the game is evacuation points they are not the only units that gain points in this fashion. The Allied H.Q. units have a very limited value in combat but are equal to the noncombatants in evacuation points. Even with a total of 115 points for these two forces, most Allied evacuation goals are met by the evacuation of the combat troops. Keep this in mind. The Allied player dare not pull these units out until German casualties have reached 75 points.

Table #2 shows the allocation of combat factors for the various sectors. You will notice that the German convoys and air landing units have not been included. The German high command had grave doubts about the ability of the Italian Navy to get any large force of naval and amphibious units safely to the beaches. The German player should take the same attitude. The air landing units on the other hand, while having little influence on the course of the game for the first 8 turns or so, can have a

decisive effect on the outcome of a long game. It would seem that from looking at the number of air landing units available to the German player that this would throw the balance of the game to his side. This is not so.

First, there is a limited capacity for each airfield which represents the number of stacking points that can be brought in on one turn. For example, at Retimo airfield only one infantry battalion can be brought in each turn. In addition, units may not move on the turn they land and no units may be brought in on night turns, which is every fourth turn.

Since we cannot count on the convoys and the reinforcements arriving by air transport will take several turns to get into position to be used effectively, we must limit our basic plans to the airborne forces and the effect they will have on the game. By comparing the two tables by sector we begin to get some feeling for the situation. We shall now discuss the various options open to each side. Always keep in mind, however, that if you do what your opponent expects, you will lose most of your games, no matter which side you play.

TABLE 1
Evacuation Points

Sector	Non Combatants	H.Q.'s	Combat Forces	Greek Units
Maleme	20	5	29	1
Suda	45	20	77	2
Retimo		5	28	3
Heraklion	10	5	33	3
Free Set Up	5		8	1
Total	80	35	175	10

TABLE 2
Combat Factors

	Allied			German		
Sector	Attack	Defense	Artillery	Attack	Defense	Artillery
Maleme	20	22	6	34	34	
Suda	44	54	2	43	42	2
Glider Battalion				10	10	
Retimo	27	31	3	25	24	
Heraklion	29	30	7	33	33	
Free Set Up	5	7	4	18	14	2
Total	125	144	22	163	157	4

BASIC GERMAN STRATEGY.

The strongest weapon available to the German player is air power. If he wastes it by continually attempting to neutralize the anti-aircraft guns or doubling the needed air factors in an attack to gain the odds he wants, he will find himself running out of time with too many of his objectives not yet accomplished. Destroying the Allied anti-aircraft units in the areas the German must operate in has to be the first objective. There is not much point in capturing the airfield if a flak gun is still within range. No matter what else you plan on using your air for on the first turn, the only known target is the *H.M.S. York* A/A platform. This should be destroyed on turn one.

Another mistake the German player should avoid is to schedule a convoy to arrive in the Georgeopolis sector earlier than turn seven. This gives the Allied player too much flexibility in moving his non-combatants prior to their evacuation. When thinking about which airfield you will try to capture don't try to make your initial drop area close to all three airfields. You only need to capture one of them to avoid any early defeat and the closer you are the higher your losses will be.

The Maleme area looks the best bet particularly with the Glider Battalion added in. An examination of the area around the airfield, however, will show us that there are excellent defensive positions. The Suda area looks fair, but with the spread of the Allied forces they can be destroyed in detail if done quickly. The Retimo area appears to be the poorest choice as the Allies can fight almost evenly in this sector. The Germans have an edge in the Heraklion sector because the Allies have rather poor defensive positions and need to protect both the airfield and the port facilities.

The German's best chance is the Maleme field. You have two extra turns to get the job done and the airlanding units are closest to where they will be needed. If the Allied player is expecting it and has done a good job of preparing for it, either of the other two would be better. The only two choices for drop sites are just west of the airfield at D8 & 9 and E8 and 10. Your goal is to take the airfield on turn four with the high ground south of it secured by turn three. The idea is to strike fast and hard using the Glider Battalion as a key factor. The other area is the open ground to the east of the airport staying far enough south to prevent getting a dip in the ocean. This approach takes longer but is usually safer.

Your choice of airfields to be assaulted and your method of approach somewhat dictate your strategy in the Suda sector. Since your only advantage in this area is to destroy the enemy piecemeal you cannot afford to split your forces. And since the more conservative drop to the east in the Maleme sector will need some help to keep the forces west of Galatas pinned down you may as well set your drop around the reservoir. This means you have just seven more turns to reach the Suda port. It will take a heavy concentration of air power and your turn six and seven reinforcements to pull this off, but it can be done.

Retimo is really the easiest to capture particularly if you take your opponent by surprise. In most games you will make your drop with the idea of containment and not the capture of the airfield. If that is what he expects, then go for the airfield on the drop turn. You should plan on your reinforcements coming in, in this area as well. You may need help holding it.

Heraklion looks easier than it is. If this is your primary target area then try to land as far to the west and south as you can and plan on taking the port first and then the airfield, taking out as many allied units as you can. You will need air support in this area. It may even help to try and knock out some anti-aircraft guns on turn two if you can spot the hidden locations.

Back at the Suda sector if we don't have to drop around the reservoir, then our best bet is to go in just to the west of Suda port without landing in the drink. With the help of the Glider Battalion, try to get quick control of the entrance hexes landing into the peninsula to keep from being bottled up in

there. Keep in mind that the forces you go in with must do it all. Any reinforcements will be needed elsewhere.

No discussion of German strategy would really be complete without some mention of the convoys. If you don't count on them they are a very nice bonus but are no good to you if you don't schedule them where you need them. If you are going in to the west of Maleme then set the first convoy for turn three at the Kisamos Bay Beach. It might be insurance if you run into trouble capturing the airfield. If you are trying the more conservative approach to capture Maleme then plan both convoys for turn seven, eight, or nine in the Georgeopolis section. You're going to need help in cutting off the evacuation. If it's Retimo then try for the first convoy on this beach around turn six. If at all possible, plan your convoys back to back at the same beach. As strong as the German air power is, it can only attempt to successfully neutralize the coastal defense guns in one sector. You also have to be damn lucky.

Just as in *MIDWAY*, you know what your best strategy is but doing what your opponent does not expect is what will win the game for you. One last word for the German player; don't lose sight of the order of priority of your objectives.

1. Destroy or capture any anti-aircraft guns within range of your operations and particularly in range of your primary airfield target.
2. Capture one airfield and secure it by turn eight. Notice I said one, not three.
3. Set up strong defensive positions to deny the Allied player his avenues of evacuation.
4. Concentrate on destroying H.Q.'s and non-combatants. Go after the Allied troops with the high value evacuation points while trying to avoid too many costly exchanges.

BASIC ALLIED STRATEGY

Try to anticipate the German player's intentions and develop your plans accordingly. I could end this discussion now since in essence that is exactly what is required. If I did, however, I'm sure you would feel cheated after reading this far. Therefore, lets go back to our tables and the basic objectives for the Allied player. He must protect those civilians and the brains of his combat forces. Not because they are smarter but because he needs the points. The Allied player only has a few units that he can parcel out to the sections he feels are the most likely primary targets. While these forces do not look like they could control a meeting of the local pacifist group, the units comprise the best weapons the Allies have.

Those light and anti-aircraft/ranged artillery pieces are the most useful weapons and should be protected at all cost. Even after an airfield has been captured, they can move into position and at least deny the Germans the use of the landing strips. In any defensive setup they are the key. Those armor units can often be the difference between reaching your first goal of destroying 75 points worth of German paratroops. Remember, however, they are worthless in rough terrain. If you don't have roads they don't go. That lovely little engineer unit should not be overlooked either. He can buy you a few turns in delaying any forces biting at your heels by destroying bridges in your wake.

If you're looking forward to a hex by hex perfect defense, you won't find it here. In all the games I have played I doubt if I ever set up the same way twice. By using a combination of decoy counters and some of your precious civilians, you can spread a wide band of units over the entirety of the jump areas. This gives you one up on the die roll modifier before he even leaves the plane.

If my opponent can be counted on to make Maleme airfield his primary target I can set up a little surprise that will cost him the game by turn eight 70% of the time. There is some risk because your chances of getting out alive are not as good if he does take an airfield. All the miscellaneous units with the exception of one armor unit are thrown in-

to this sector. The heavy anti-aircraft gun goes on the airport hex itself. I will vary this occasionally if he has tried a blind air strike on this position in previous games.

As the Allied player, there is one important point you must keep in mind. As long as the German player is kept from obtaining an airfield, he must continue to play the roll of the attacker. Once the airfield is captured you become the attacker. Either try to retake the airfield or try to fight your way out so you can evacuate units. The earlier he captures an airfield the less likely he has sustained the number of losses required. This again forces additional offensive actions on your part. The longer you can delay him the more he will be forced to take risks and expose himself to costly exchanges. This will be true no matter what sector appears to be his main target.

With this in mind let us go back to our discussion of the Maleme area. The drift modifiers are far more important than just trying to get him to drop into the sea. The more you can spread his forces during the drop the longer it will take him to recombine into an effective fighting force. This also gives you a better chance of inflicting losses. With the heavy anti-aircraft gun on or adjacent to the airfield and all reasonable drop hexes covered with a unit or decoy we can count on a ' + 2' to start with.

Our goal is to try to establish a drop modifier of four or more in the expected drop area. The Allied player, however, does not have enough flak guns to accomplish this in more than a couple of areas. Spreading our anti-aircraft fire out to cover all possible drop zones will have little effect on the drift in any given area. It is better to concentrate these units into flak traps. If you guess right the German can be in trouble. If you are wrong you are not that much worse off than if you had spread them thin.

The two light anti-aircraft guns will help us accomplish this task. To be effective even in this one sector we must try to anticipate his avenue of approach. We need a safe but effective area for these units. The most obvious location is on rough terrain with a protective combat unit. The German knows this and his Luftwaffe forces will be looking for that type of combination to knock out. You should also keep in mind that once these units find themselves in an enemy ZOC they may not withdraw. With their limited range, a great deal of thought must be given to their placement.

An experienced German player will not drop along the evacuation road. Trying to drop between the two ridges has the greatest loss potential while gaining very little in territorial position. If the drop was intended to contain the Allied forces then he might choose G11 and F9 & 11. With this ruled out we can concentrate on the two most likely approaches. If we could be fairly certain that he will try coming in to the west of the airport then D7 is quite safe. It also covers the important drop hexes. E8 is also quite safe and it expands your range to cover E10 as well just in case. Try to stay off the high ground on the drop turn. That's where he expects you to be. Remember, when placing these valuable units alone in a hex make sure you have a big infantry battalion in an adjacent hex so that they can combine to offer the anti-aircraft unit some protection on the first turn.

If he tries for the big clear area to the east your choices are even better. E12 and F13 are both choice locations. Mix up your hex selection so he can never be sure what hexes to neutralize. G13 and G14 are safe locations and still get the job done. There is one major difference in this open area over the western drop site. Your combat units will not inflict the damage to his forces in drift combat that the other area will give you. With the exception of G16 he will not drop on any doubled positions. Remember, his drift will take him northeast. If you want to have a welcoming party waiting put them in E14. Frankly,

I tend to use decoys to cover the initial drop hex and hold my combat units back. You don't want him to get between you and the airfield if you can help it.

Looking at it from the German viewpoint this whole area opposite the Maleme beach looks like a nice safe spot. You can give him a rude awakening by placing an anti-aircraft unit from the Suda sector in G17 or F17. The German could lose close to 50% of his force.

Now the Suda sector. If a total commitment has been made to defending the Maleme sector you do not have too many options in this region. If the German is looking to drop south of the reservoir don't discourage him. Leave that area clear and if he does drop in that sector consolidate your forces as quickly as possible while moving eastward. Use the absolute minimum of units to delay him. Remember he cannot leave one ZOC, move through another hex, and enter another ZOC. A nice tactic is to move a weak unit adjacent to his forces just to deny him the ability to move and fight in the direction he wishes to go in. This will work even from the blind side.

Your chances of preparing any surprises in this region are just about out of the question. You are forced to disperse your units over most of the sector. You have a small force that you can set up at Galatas and in the rough terrain to the west of it. You have a little stronger force opposite Canea. In trying to set up our defense we can at least rule out the places he cannot start his drop in such as F21 or F25. You can pretty well rule out F18 through 22. With all the soft spots to land he will also try to avoid the prison hex and probably I21 unless you neglect to garrison H21.

You can try to discourage him from going where you don't want him to go. You should keep him from getting a foothold east of the wadi that runs from Mournies to the coast. By using most of your combat units assigned to the area between 20 and 22 along with a few non-combatants and perhaps a decoy if you can spare it, a pretty impressive stack of units can be built in F and G22. Your greatest danger lies between hex rows 23 and 25. This is where I'll put my available anti-aircraft guns. All should be in range of H25. Every hex in the region that the drop can start on should be covered. That extra armor unit from your free setups should go into this area and make sure he has some infantry for company.

Remember the key to the Suda area is the port and the road leading to the east. You have two units in this section you will want to protect. The dock worker and the Welch Battalion. Why the big guy? He is your strongest unit if you need to take a position or break a road block. Don't let him be encircled by German paratroops dropping from the skies.

The Retimo sector offers the best chance for the Allies to slug it out with the Germans. There are no noncombatants to protect and the initial German forces are the weakest. Your setup should be to protect the airfield and not any escape route. Once the airfield appears secure look to try to capture R53 above Retimo.

The Heraklion sector possesses some additional problems. You need the port facilities almost as much as you need to hold the airfield. The German is strong enough in this sector to contain your forces and prevent any southern evacuation route. If this appears to be his tactic you may have to concentrate on the port, and if lost, attempt to retake it quickly. Nothing will break a German's spirit quicker than to see most of your units in this area suddenly disappear by sea leaving a nice airfield and a lot of Germans with no place to go. Those combat battalions count as much as the civilians if you can evacuate them.

ASSAULT FROM THE AIR BY MAIL

A PBM System for Air Assault on Crete by Don Eisan

If you have grown tired of turning over your inverted units to find out who is in what stack, and felt that *AIR ASSAULT ON CRETE* did not lend itself to play by mail, I have some good news for you. The game not only plays *better* by mail, it can be done with a very straight forward method.

In today's market, when so many games do not lend themselves well to PBM, it's refreshing to find one that is better suited to PBM than FTF. The close density of units, the importance of accurate movement, and the annoyance of having your units face down in front of you, all contribute to a game better suited to PBM.

The movement restrictions are a vital part of the game. Units cannot disengage at one location and attack somewhere else. Careful attention must be paid to units moving in wadis or rough terrain. These are the very things so often overlooked in the heat of live play. The game reaches its greatest potential by mail. If you have not tried it in this medium you are missing out on a very interesting and challenging experience.

The game, being somewhat in the "Old Classic" tradition, lends itself very well to a simple mailing procedure. We have made a few changes to the rules but this can be justified even in light of historical simulation. After several years of play within A.H.I.K.S. the system has worked exceptionally well and there have been no adverse effects on play balance.

INITIAL ALLIED SET-UP: The Allied player lists all of his units, including the ten decoy counters and their initial hex location. He mails this to his opponent in a sealed envelope for him to initial and return unopened. He also makes out a list of all the hexes he has counters in and the number of counters in each hex. This is also forwarded to his opponent along with the sealed envelope.

INITIAL AXIS SET-UP: After receiving the information on the Allied placement the Axis player prepares his strategy for the game. He prepares a list showing the turn of arrival and the destination of his two planned convoys. He places this in a sealed envelope and indicates on the outside the possible turns of arrival including three false indications. This, like the Allied set-up, will be initialed and returned. This sets the stage for the conflict to begin.

AXIS FIRST TURN: The Axis player starts the game by listing all of his units and their initial drop hex. He also lists any air operations and their locations. He picks a starting stock transaction and date and mails this to the Allied player. The Allied player proceeds to resolve any air operations. He then proceeds to drift resolution and resolves this in the order the Axis player listed his units on his OOB. If any drift combat results it should be resolved in an alphanumeric order using the next stock transaction after all the drift resolution has been completed. The same procedure can be followed on any subsequent turn in which German units are being air dropped.

INVERTED UNITS: This is the only area where we have departed from the rules of the game. There is also some justification for these changes besides the necessity of adapting it for PBM. It is hard to believe that after the initial drop turn in a sector, that the Allied forces would have an advantage over

the Axis in terms of "Fog of War". When you consider that the Luftwaffe controlled the skies over Crete at this time it would seem that if any advantage existed it would be on the Axis side. Therefore, we have adopted a system in which an Allied unit which moves from its initial position is turned face up and identified on the OOB. Specifically, the changes concerning inverted units are as follows:

1. Artillery and Anti-Aircraft units are turned face up and identified on the OOB by the Allied player during his movement phase, following any turn that these units were used in defensive fire. This includes any anti-aircraft modifiers used against any drift resolution or against any German airstrike.
2. Artillery and Lt. Anti-Aircraft firing as ranged artillery must be identified on the turn they are used.
3. If a unit is moved it must be shown on the OOB with its starting hex listed in the first column and its current location shown for the turn.
4. Once a unit has been turned up and identified on the OOB it remains that way for the remainder of the game. This applies to both combat and non-combat units.
5. Inverted units in a hex under air interdiction are only identified if the interdiction is successful.
6. Keep in mind, however, that the game rules concerning Z.O.C.'s still apply and all units must still be identified.

In summary, a unit that moves, fires as artillery or anti-aircraft, or is in an enemy ZOC, is known and the unit's position must be identified. In addition, units in a hex that has been successfully interdicted must also be identified. At the end of the game, verification is made by comparing the first column of the Allied OOB to the information contained in the sealed envelope which was returned to the German player for this purpose.

AIR BOMBARDMENT PHASE: Since this is handled prior to movement and combat, conditional provisions can be allowed for by listing these along with the Axis move. In the case of blind bombardment attacks on a hex with inverted units, if the results cause any Allied unit to be destroyed or neutralized the units in question would have to be identified along with the results.

DEFENSIVE FIRE: With the limited number of units available in a sector for defensive fire it should be possible to anticipate such conditions and provide stock selections for their resolution. If you wish you may use small coin envelopes for this purpose for each sector. Just be sure to allow for combination firings as well.

CONVOYS: On every turn that a convoy is possible the German player should send along a sealed envelope with a stock number listed on the outside. Only if the result meant that a landing could take place is the envelope opened. Otherwise the envelope is returned unopened to the Axis player. The envelope should contain information about the convoy, if there is one, the units, and the landing hex. In addition each unit in the first convoy should be given a number from 1 through 6. Units in the second convoy use the following table:

UNIT	DIE RESULT
8-8-4	1
8-2 (art)	2
4-2 (art)	3
4-5-9	4
2*2-8	5
3*4-7	6

On the first round, the second Lt. Flak gun (4-2) is ignored. Starting with the second round the Lt. Flak gun assumes the number of the first unit chosen.

Whenever you have a situation where only half the convoy arrives you use the next stock quotation, in order, until half the units have been picked by their number. If the die result obtained is equal to the unit assigned that number, the unit arrives safely. The process is repeated until three units from the first convoy or four from the second convoy have been selected.

COASTAL GUNS: The defensive fire of coastal guns should be resolved in sequence using the next available stock quotation from above. The procedure is to start with the coastal gun in range with the lowest alphanumeric hex location and fire each gun in sequence, resolving all firings for one gun before proceeding to the next. The order of fire for each gun is also by alphanumeric sequence of the target hexes with the units in the hex resolved in the order of their assigned die number from the landings.

DRIFT COMBAT RETREATS: There is only one area where some mutual trust must be exercised. When a retreat occurs as the result of drift combat it will be up to the Allied player to retreat the Axis unit into the most favorable hex from the Axis player's point of view. This does not occur very often and in most cases the direction of retreat is fairly obvious, considering the rules. If in doubt, take the time to send it back and have the Axis player adjust his position before continuing on with the next turn.

GENERAL COMMENTS: One other point needs to be covered. While it would be foolhardy to leave inverted non-combat units without a combat unit or decoy in the stack near enough to Axis units to restrict their movement, if it should occur it will mean an extra mailing. If the Axis player moves units adjacent to such a stack and these units could have moved further, then the non-combat units would be destroyed and the Axis player allowed to continue his movement. Remember that while a decoy unit would restrict movement it would not protect the non-combat units in the same hex.

One final point. I have often found it helpful to confirm the number of inverted counters still remaining in a hex periodically as the game continues. This helps both players in handling those inverted units that still remain hidden each turn.

Comments and/or questions should be directed to Don Eisan, 12115 Snow White Dr., Dallas, TX 75234. Those expecting a reply should include a stamped, self-addressed envelope.

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ON TO BERLIN
Balancing the FORTRESS EUROPA Scenario By Jim Eliason

FORTRESS EUROPA is an excellent game. It is fun to play and it captures the flavor of the campaign quite well. However, I have tinkered with the rules of almost every game I've ever played and FORTRESS EUROPA is no exception. The Campaign Game has a few rules I disagree with and I have devised some changes that I think make the game even better. The "On to Berlin" scenario, though, needs radical changes for the Allies to have any chance at all.

The idea for the scenario is a good one. Many Campaign Games will end before the battle for the West Wall, and this scenario lets the players familiarize themselves with terrain vital to end game play and absorb the basic rules in a relatively simple tactical and strategic situation. However, the Allies can't dent the West Wall and the attack through Arnhem either goes slow and never gets to Bremen, much less Frankfurt, or goes fast and is crushed by a counterattack.

The Allied attacks fail for four basic reasons: 1. They have virtually no manpower advantage over the Germans. 2. The initial tactical position causes the Allies problems. 3. The terrain is very favorable to the defender. 4. The Allies are too far behind schedule.

The initial Allied advantage in combat factors is only 14%, 377 to 330, and the Germans have a 141 to 139 advantage in steps. In addition, each side has 12 "HQ" units, but two of the German ones are HQ troops that can be built into 6-4's with one replacement. The Allies get many more replacement steps, but an unfavorable attrition ratio (they will have few attacks at 3-1 or better) and cancellation of U-Boat attacks by bad weather or German aircraft will more than make up for this. While the Allies enjoy an overall advantage in unit quality, the Germans have a superior capacity for massing strength at critical points because they have nine units stronger than six factors while the Allies have only four, plus two more that start at half strength.

The Allied air forces cannot be relied upon to tip the balance. On the average only three clear weather turns can be expected during January and February and the Germans will likely cancel all ground support on two of these, and some on the third.

The starting position is full of dangers for the Allies. The limited rearranging of units allowed can't alleviate them all. The hard won bridgehead at HH5 must be abandoned because it is too risky to hold. Several divisions north of Strasbourg are in danger of elimination by a Nordwind type offensive. Several half strength divisions in the Ardennes will be destroyed by a Bulge style frontal assault. Several more divisions must be diverted to capture the U-Boat bases at Lorient and St. Nazaire or the Americans will lose an average of seven divisions worth of replacements just to bad weather. The valuable and irreplaceable Canadian armored division can be cut down a step by a 1-1 attack that needs no soakoff. After the German attacks of Dec. III the Allies will actually have fewer combat factors at the front than the Germans.

The Germans have a continuous line of doubled positions, and frequently have doubled positions in reserve. Except around Arnhem, the Germans can ignore all retreats and need not attack adjacent units. Only a large number of D Elim results on West Wall hexes can give a wide front breakthrough, and that requires luck and massive ground support. Narrow front breakthroughs are easily contained and often crushed by the excellent German panzer divisions.

The Allies are far from victory in the Campaign Game by the schedule implicit in the January Sudden Death Victory Conditions. The Germans have seven of their nine objectives while the Allies have only two of their nine, and it is physically impossible for the Allies to catch up in their one remaining turn.

Hopefully I've convinced you that an "On to Berlin" scenario is a good idea but that the present one is hopelessly unbalanced. Since I lack the research facilities to refute the OB, which seems much too strong for the Germans, I have developed a number of changes in the rules to balance the game. *Since many gamers will use optional rules and/or the variant rules proposed by Don Eisan et al in Vol. 17 No. 4 of THE GENERAL, I have referred to them in italics when appropriate.*

First, however, some more information is needed to set up the scenario. The Americans have five armored and two infantry replacements accumulated. No special, British, or German replacements are accumulated. The Allies have made three paradrops, the Germans one. The Allies have made both raids. All German cities within three hexes of Allied units have produced VS units; all are lost. The Germans chose Panzer Reserve option A and hence get no armored replacements. All of these were official AH rulings except they allowed two VS units to be set up anywhere behind German lines and they didn't specify a nationality for the Allied replacements. *I use an initial oil production of 2 and a fuel reserve of 10.*

A. Offensives
The Allies may declare one offensive per turn. After replacements are credited, but before units receive them, a blank counter is placed on top of one Allied HQ and all other units of the same nationality within four hexes. One armored replacement of the same nationality must be expended, though no unit receives this replacement. On the turn after the offensive is declared, or on any subsequent turn, all units under a blank counter are subject to the following rules: 1. The stacking limit is doubled for hexes containing only units of one offensive (use different colored counters for different offensives) on the first impulse. Normal stacking applies on the second impulse. Overstacked units which cannot move remain where they are, and may attack again, but units in excess of the stacking limits which can move, Allied player's choice, are retreated one hex, or two if necessary, by the German after second impulse combat. 2. For attacks made solely by units of one offensive, the Allied player adds 1 to the die roll on both impulses. This is in addition to any other combat bonus. 3. The first impulse movement allowance is halved, quartered in storms, rounded up. A unit which chooses to move its full factor may not overstack or get the attack bonus. 4. A unit must remove its blank counter once it moves, attacks, is attacked at odds of 1-2 or higher, or takes replacements. If the HQ must remove its counter, all are removed.

B. Aircraft Availability
1. The Allies get an additional SAC unit.
2. *There are two weather die rolls each turn, one for the German replacements and oil missions (the "German" front) and one for the rest of the missions (the "French" front).*

3. *Each side is limited by weather to a maximum number of aircraft per turn on any one front (see Table I), as well as by the total number available.*

Table 1.

Weather	German	Allied TAC	Allied SAC
Clear	4	7	all
Overcast	2	3	2
Overcast*	1	1	1
Storm	0	0	0

4. In Overcast weather no more than one ground support TAC may be assigned to any one attack.

C. Miscellaneous
1. The Germans do not get +1 on all their December III attacks. Instead, they get an offensive commanded by Dietrich. All units within four hexes may overstack, etc. on the first turn. No German units are required to attack adjacent units on December III, but any units which attack must attack all adjacent units.

2. German units in fortifications that are not in rough terrain may refuse to retreat but only if one step is lost from any one defending unit.

3. The U-Boat bases at Lorient and St. Nazaire are considered non-functional. No American replacements are ever lost, and the sea movement capacity is 6.

4. The German may not use replacements to increase a unit's strength to more than 4. A half strength unit with original strength of 5 or 6 may absorb a replacement by putting a 4-3 in its place.

5. Heydte is the only German unit that can paradrop. No German airlift is available.

6. The Americans may build and rebuild the 8-4s as many times as they want, though only six may be in play at once. Note: the official AH ruling is that none may be built at all.

7. British and Allied Minor units are considered the same nationality for all purposes. American and French units are considered the same nationality for all purposes.

8. Optional Rules 31.1, 31.4, 31.10, 31.12, and 31.13 are in effect. Rules I.1-I.3, II.1, III.1-III.4, IV.3-IV.7, V.1-V.4, VI.2, and VI.3 (see below) are also recommended.

D. Victory Conditions
1. The Germans win if they fulfill a condition of victory listed for the "Battle of the Bulge" scenario at the end of any turn up to January II. The units occupying the victory cities must be able to trace a supply line to a German controlled city in Germany.

2. The Germans win if they ever capture Paris, Bruxelles or Anvers, regardless of supply lines.

3. Unless the Germans win by 1 or 2 above, the game continues to March I and Campaign Game victory conditions apply.

Besides balancing the "On to Berlin" scenario, I think you'll find that the above rules help convey the powerful nature of well planned offensives, the inability of the Luftwaffe to stop Allied air power, the poor quality of German replacements, especially in drop training, the Allies' ability to push through the West Wall at less than immense odds, and the orders to launch an Ardennes offensive imposed on the German High Command by Hitler. Of course, using them in the Campaign Game would give the Allies an easy win.

The Campaign Game needs no radical fix. It plays well and with a few minor exceptions (see III.2, III.3, IV.4, and V.4 below) makes good sense. However, at the cost of some complexity, the following rules add significant realism and flavor to the Campaign Game and the scenarios. The reasons for most of them are self-evident, but I've put in a few sentences of explanation here and there to give some support to my changes. Several of these rules will alter play balance significantly if used alone. Taken all together they probably favor the Allies slightly. Pick a combination that seems to you to give appropriate complexity and balance.

I. Stacking and ZOC

1. Brigades and regiments count 1/2 division for stacking.

2. One battalion-sized unit may be added free to any stack. Each additional battalion counts 1/2 division. HQ's, flak, and security units are considered battalion-size for stacking.

Flak and security units relied on direct fire weapons, unlike artillery, and took up some space on the front lines. Unlimited stacking of HQ's encourages using them in groups, which is not realistic.

3. VS units are division size. RGR, CDO, 150 SS, and artillery stack totally free.

4. A stack of units that includes no divisions has no ZOC except the hex it occupies.

II. Replacements

1. Units with a battalion symbol, but not units that stack like battalions, cost only one replacement factor to rebuild from the dead pile.

2. A brigade from the 79th Armored Division may be built with three British armored replacement factors if the division is out of play. The division may be built or reinforced normally if none of its brigades is in play, but at double the usual cost in replacements.

III. Supply, Sea Movement, and Rail Movement

1. Armored battalions and all unarmored units of less than division size, except HQ's, count 1/2 division for supply, sea movement, and rail movement. Armored divisions count 1-1/2. RGR and CDO units still need no supplies.

Remember that HQs represent air bases and supply networks as well as command personnel. Armored units require much more transport capacity and supplies for a given frontage in battle.

2. The total number of divisions or equivalents using sea movement through one port or mulberry on one turn may not exceed the port's current supply capacity.

3. A port may not be used for sea movement until the impulse after it is captured. It may be used for the SC immediately.

4. A HQ moved by rail may not be used to trace TAC range the turn it moves by rail. It may be used to trace supply.

5. Supply lines from supply sources to Allied HQs cannot be longer than ten hexes without suffering attenuation. Supply sources are Allied controlled ports, mulberries, and Allied HQs within ten hexes of a supply source. Note that this allows a chain of HQs, each ten hexes from the next, to get supplies any distance. Supply sources more than ten hexes from the HQ that is actually supplying combat units count only half the capacity of the port(s) toward the SC. For example, the Allies control all of the 19th Military District, have Devers at Perpignan and Patch at Cannes. The total port capacity is 18, but if 18 units are to be supplied, five divisions must be able to trace supply to Patch. Devers can only supply 14-1/2 units, including itself, since the five from Toulon and Nice must be halved before adding the 12 for Marseilles. Patch is supplied by Cannes. If Patch were at 032 instead,

Toulon and Nice would be part of the supply grid since Patch is now ten hexes from Devers and 18 units could be supplied anywhere within the 19th Military District.

This rule is not as messy as it sounds and it simulates the need for a transportation system from the ports to the front and the annoying problems of overlong supply lines so familiar to *AFRIKA KORPS* players. The German transportation system was set up before D-Day, so they are immune from this rule.

6. Evacuated units (Rule 11.4B) are eliminated and the number of steps they contain are added to the accumulated replacements.

Such units would lose a lot of equipment and require extensive rebuilding.

7. A unit may obtain supplies in four ways: A. It can trace a five hex path to a HQ and thence to a supply source of sufficient capacity. B. No enemy unit is within five hexes and it can trace a supply line of unlimited length to a supply source. C. No enemy unit is within five hexes and it occupies a city or fortification. D. It occupies a city or fortification and did not move or attack that turn. All units unable to satisfy any of these four conditions are out of supply. Only units satisfying A or B at the start of the player turn may take replacements. Allied units using B or C count double for the SC.

This rule replaces rules 18.4, 18.6, and 31.13, clarifies "in supply" for replacement purposes and makes supply play a more equivalent role.

8. On clear weather turns the Allies may supply one infantry division, or equivalent, by air. The unit(s) do not count against the SC, nor must they satisfy any of III.7 A-D. The supplied unit(s) may not move, attack or take replacements, and no airlift or paradrop is allowed that turn.

IV. Paratroops, Rangers, and Commandoes

1. German paratroops must roll twice on the Paratroop Drop Table. Losses are cumulative.

2. No German paratroop unit that has ever taken replacements may drop. It may airlift. A division made by combining two droppable units may drop.

German paradrop readiness was suspect at best even on D-Day. It got worse as time went on, especially with the addition of green recruits.

3. Both sides may airlift, but not paradrop, in OV or OV* weather.

4. Paradropped Allied units count towards the SC the turn after the drop.

5. Allied paratroop brigades and regiments count 1/2 division for airlift and paradrop. The maximum distance between any two dropped units is still three hexes.

6. For each stack containing a RGR or CDO unit attacking a doubled defender, the attacker may add +1 to the die roll.

7. When using a special ability, i.e. raiding, overstacking, or adding one to the die roll, on attack, RGR or CDO units must take losses before regular units. If two or more abilities are used on the same impulse, the RGR and CDO units are lost unless the defender is eliminated.

RGR and CDO units could be very effective in special situations, but often took crushing losses.

8. Raiding or paradropping units release only the units in the district(s) they land in. The released units may move from then on, but must end each turn within their district until released for another reason. Raids or paradrops outside all military districts release all German units.

The Germans didn't respond to the D-Day invasion. They certainly wouldn't to a mere raid.

9. Invading RGR or CDO units count for capacity, but may overstack.

V. Air Missions

1. The Germans may not cancel an Allied air mission that occurs totally outside German TAC range. An Allied ground support or bridge attack mission that is cancelled may still be used if no mission of the same type is conducted in German TAC range that turn. The "cancelling" German aircraft is then not expended, and uses no oil.

The Allies are not allowed to use "cancelled" aircraft out of range and use "uncancelled" aircraft in range since this effectively reduces the number of missions the German may cancel.

2. The Germans may not cancel any Allied air mission totally within Allied TAC range nor use ground support, airlift or paradrop in Allied TAC range unless all Allied TAC on counterair are cancelled first. They need not cancel Allied counterair to perform any of these missions outside Allied TAC range.

3. Half the uncancelled Allied TAC on counterair, rounded down, become straffers.

This and the preceding rule make counterair an air superiority/interdiction mission instead of a CAP over army positions. Much of the Allied air effort was in fact devoted to harrassing the Luftwaffe, disrupting German movement and escorting important air missions. Only by combining them in one mission does the Allied player get enough return from them to use them consistently.

4. The Germans do not lose unexpended aircraft at the end of each month. They may be saved indefinitely. The maximum available for each turn remains the same.

The Germans often hoarded aircraft for grand gestures. They didn't ship unexpended aircraft to the Russian front on the first of each month.

5. The Allied SAC available on non-clear weather turns before September IV may not be used for bridge attacks or carpet bombing.

A summer storm might not prevent the SAC from causing general mayhem, but might very well obscure a small target area.

6. TAC on railroad attack missions do not affect German rail moves which never enter TAC range. TAC may be put on railroad attacks without SAC.

7. An Allied unit on bridge attack may destroy the bridges on less than the whole river section. There may not be any gaps in the interdicted stretch and the exact hexsides affected must be specified before the Allied player begins moving.

8. The German may place aircraft on the strafing, railway, German replacements, counterair and oil misssions but must wait until after the Allied player turn. Rule V.2 above still applies.

VI. Miscellaneous

1. If the first invasion is on the Atlantic coast, both American and British units must land on the first impulse.

The political pressure against a one country invasion was totally overwhelming.

2. Two is added to the die roll for an attack against a city or fortification that includes the British 79th Armored Division, one if the 79th is at reduced strength. Similarly, each stack containing a brigade from the 79th receives a plus one in the same situations. Each stack containing a unit from the 79th attacking across a river is doubled, but only if the defender is doubled by the river.

3. The Allies may move any units off the east edge. The units count double for the SC and must be able to trace a supply line from the exit hex to an Allied HQ, or from any east edge hex to an Allied controlled port if a HQ is exited. They may never reenter play. For each combat factor the Allies exit the Germans must move one factor off the east edge by normal or rail movement or by airlift in the ensuing player turn. The exited German units may reenter play like normal reinforcements if the corresponding Allied factors are eliminated for lack of

supply. Until exited Allied units are matched, the German may not place reinforcements, except VS units, or replacements on the board (either may be used to match exited Allied units), or use off-board rail movement. One off-board German city is captured at the end of each turn that exited Allied units remain unmatched. These cities may be counted toward the 15 required for victory unless all off-board Allied units are eliminated.

These rules change the tactics of the game in several ways. In the "On to Berlin" scenario, the Allies should lightly screen St. Nazaire and Lorient, capture Dunkerque, stabilize the front, and hang on to the "Bulge" victory cities at all costs. Strasbourg is sometimes lost, but the rest should be easy to hold. Offensives are necessary to breach the West Wall but should not be overused, since every unit used must do nothing for at least one turn. When launching an offensive, support it with all available aircraft. The Allies must launch as many attacks as possible, even if 1-1's must be used. An attack on Italy should be considered because it either stretches the German thin or gains two victory cities at little cost.

The Germans should launch a major offensive in the Ardennes on the first turn. The best chance for a quick victory is the capture of Strasbourg and Luxembourg, but it is a faint one. Unless the Ardennes attack and an attack on the Allied salient north of Strasbourg go perfectly, the German does better to defend and save counterattack strength for regaining key positions and eliminating Allied spearheads.

In the Campaign Game the small units, especially the British armored brigades, Allied paratroop brigades and regiments, and the German battalions, can be used to create strong stacks instead of just serving as soak-off and delay units.

RGR and CDO units are more powerful than before but also more fragile. They should be used sparingly and only for important positions.

An early raid and/or paradrop in a district other than the one invaded becomes a more viable option. Toulon's U-Boat base must be captured before winter or the Americans will lose lots of replacements. A successful raid on it may mean that the second invasion may be moved from south France to a place closer to Germany.

The British will do more fighting in cities and fortifications than before because of the new talents of the 79th Armored Division. It will often be advantageous to send the British against key parts of the West Wall and fortified ports. Think ahead and keep the British infantry and the 79th unit as close to the next key city as possible.

Allied TAC on counterair is now a powerful weapon, and will be a useful mission when the German has TAC available. Since uncancelled counterair is not wasted it is going to be chosen on many turns making German use of paratroops and ground support more difficult and expensive. The Allies do well to put two or four TAC on counterair during June to prevent German ground support and delay the arrival of the panzers to the beachhead. The Germans must be even more wary of defending with their backs to a river because they may be prevented from cancelling a vital bridge attack. V1 attacks will also be harder to cancel, giving the British more armored replacements to spend on expensive 79th Armor units. Early in a month it is sometimes a good ploy for the Germans to put no air units on the AMC before the Allied player moves, threatening a large commitment to ground support.

Exiting Allied units can be the difference in a close game but will win few games by itself. It takes a long time to capture a significant number of off-board cities. A force of five strong divisions is prob-

THE ASYLUM, No. 16
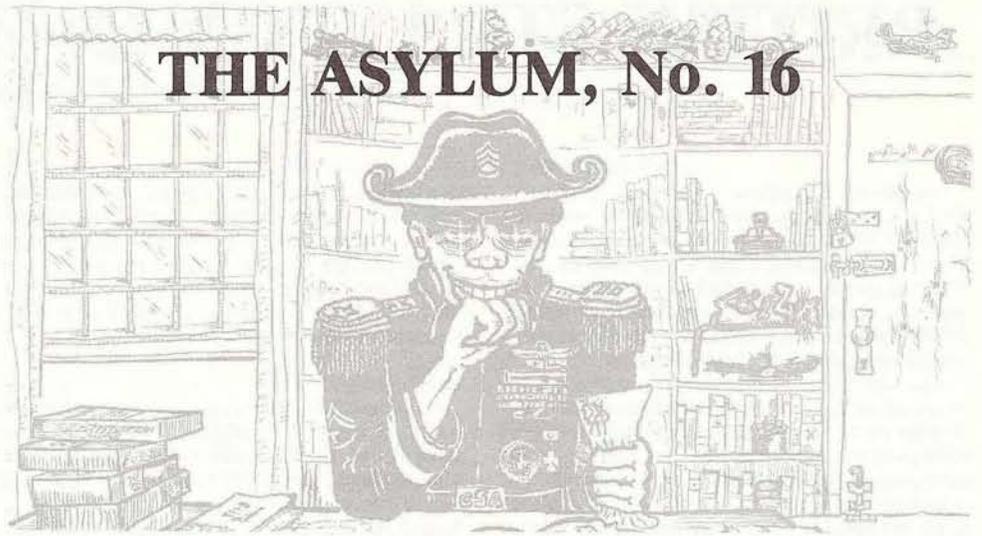
STAFF BRIEFING
AN INTERVIEW WITH ALAN R. MOON
by Alan R. Moon

Alan R. Moon
Born: Somewhere in space, not too long ago
PBM Experience: Never had any stamps
First Wargame: *CHUTES AND LADDERS*
Favorite Wargames: *POND WAR, KRIEGSPEIL*
Favorite Non-Wargames: *PIG MANIA, CANDYLAND, LEMONADE STAND*
Outside Interests: Elephant hunting, tricycle racing, singing in the choir
Employed By AH: Maybe not after this
Awards: Winner Of The Asylum's Bozo Look-a-like Contest (I was really the first alternate, but the winner, Mick Uhl, turned down the honor)

ARM: You probably don't remember me, but I talked to you at ORIGINS last year.
ME: You're right.

ARM: What?
ME: I don't remember you.

ARM: Well, I remember you and I remember how surprised I was when I found out you were Alan R. Moon because I thought you were going to be as ugly as the guy in THE ASYLUM picture.
ME: Thanks a lot. I told Greenwood not to use that picture.

ARM: Everytime I look at that picture I can't help but notice there is a dead cat on your bookshelf. Do you like animals?
ME: Let's get on with the interview. No wonder everyone hates it when you interview them.

ARM: Were you involved in the hobby before coming to work at AH?
ME: Only as a gamer and a contributor to THE GENERAL.

ARM: So how did an unknown bimbo like you get a job at AH?
ME: Look who's calling who a bimbo. I made you what you are today and don't you forget it. Now what was the question.

ARM: Why did AH hire you?
ME: I'm glad you asked that question. There has been a rumor going around that my father paid Avalon Hill a large sum of money to hire me, and that he really pays my salary each week. I want everyone to know that this just isn't true. Avalon Hill hired me because they knew talent when they saw it. Besides, my father won't admit I'm his.

ARM: When you were hired was it understood that you would take over as the editor of THE GENERAL someday?
ME: Yes.

ARM: So why aren't you editor?
ME: Everytime I ask someone about that, they tell me that I need a little more experience.

ARM: Did you mind moving to Baltimore?
ME: Not really. The only thing that bothers me is all the roaches in my apartment. I've tried everything to get rid of them. One day I went out and bought a whole bunch of Roach Motels. The next morning all my towels were gone.

ARM: When I think about Avalon Hill, I picture plush offices full of huge tables covered with games in progress. How close is this to what it's really like?
ME: The Avalon Hill offices have almost as many roaches as my apartment. I was up in Frank Davis' office last week talking with Frank and Joe Balkowski. There were several dozen dead bugs on the floor. Joe said they'd died of boredom.

ARM: Do you have your own office too?
ME: Sort of. I'm in a room with the coffee machine, a whole bunch of file cabinets, and all the office supplies. The building our offices are in used to be a medical building. The plate on my door says "Eurology".

ARM: Do you enjoy your work?
ME: I enjoy everything except doing those dumb interviews for THE GENERAL.

ARM: Why don't you enjoy them?
ME: Because the people I have to interview are such potatoheads. They never know what to say, and what they do say is so boring.

ARM: Can you tell us a little about the newly released DOWN WITH THE KING?
ME: Well, ...

ARM: Don't you think it was a little much to name one of the characters in the game Prince Alan?
ME: But my girlfriend is always saying what a prince of a guy I am.

ARM: What games are you working on now?
ME: Well my main project is another card game called CABBAGE. It's a takeoff on Cribbage. The cards are all vegetables. There are five colors or suits which I call gardens. The crib is called the patch. Instead of giving the guy a "go", you give him a tomato.

BRITISH STRATEGY IN WAR AT SEA
or Six Ways to Domination of the European Theatre by Ray Freeman

Despite its reputation as a game where luck plays a substantial role in determining the outcome, *WAR AT SEA* gets a lot of play. It is easy to learn, a lot of fun, and doesn't take a long time to play. Thus it is usually easier to find opponents for *WAS* than just about any other wargame. I do prefer *VITP*, the sister game, as it is much more complex and battles tend to be less luck dependent, but *WAS* is better for gaining a mastery of the strategy and tactics of the rules systems common to both.

I prefer to play the Allies in *WAS*, especially when using the tournament rules for American ship entry (strongly recommended). I consider a POC tie to be a draw, however. Draws mess up pairings in a single elimination tournament, so the rule is valid in that situation. But as in chess, when both sides play well a draw is a valid result, and should be possible in a non-tourney situation.

This article explores possible opening strategies for British play, and showcases a few variations which have not received much coverage in past *GENERAL* articles. The purpose is to provide the Allied player with several strategic weapons so as to keep his Axis opponents guessing as to which one they will face. In my opinion this is a very important psychological weapon. So much for preliminaries. Let's look at the possibilities open to the Allies.

GENERAL ALLIED STRATEGY

There are two "grand strategies" that the Allied player may employ: The Northern strategy, where the Allies fight mainly for the Barents, and the Southern strategy which contests the Mediterranean. Both are viable. Fighting for both at the same time is suicidal except under favorable circumstances on turn 4 or later.

With regard to proper ship allocation to sea areas, the Allied player should strive to make the German choices as to battle location as difficult as possible. This forces the Axis player to give battle at nearly even odds. Of course some areas are more important than others and thus should be made slightly stronger than the less important areas. In general, the areas are, in order of importance North Sea, Barents and Med., S. Atlantic, N. Atlantic.

The basic British strategy is twofold: limit Axis mobility and sink enemy ships. The Axis strives to increase or maintain mobility (threats) and limit his own losses, particularly German losses. Thus unless the Axis can gain superior mobility by combat with acceptable losses, he is crazy to do other than to hit the area which offers the best odds. This knowledge is a great help to the British. It's OK to lose a battle or two in the early going as long as you can sink some Germans and you don't give much away in terms of position.

THE NORTHERN STRATEGIES

Currently my favorite. I started with this approach when I was learning the game, adopted the Southern approach later, but returned to the North when I worked out my "Go for Four" opening setup. Using this grand strategy the British can seek to control the Barents on Turn 1, 2, or 3.

BARENTS ON 3

Beginners usually will hold the Atlantic and North Sea on turns 1 and 2, and all four areas (with a token force in the N. Atlantic) on turn 3. This gives them the last chance to win the game although the final score is usually close. Advantages include preservation of the fleet, speed roll failures docking at Murmansk, and virtual elimination of the oiler

threat. On the negative side, it will cause minimal Axis casualties on the first three turns and does little to limit Axis mobility. A powerful German fleet in France on turn 4 causes severe headaches for the Allies if the U-boats are used to break control of the North Sea or S. Atlantic on turn 3. This is the most conservative Allied opening strategy.

BARENTS ON 2

Same as above, but the Allies sail to the Barents on turn 2 à la the "Montgomery at Sea" strategy given in Vol. 16 no. 5 of the *GENERAL*. This approach is less conservative than "Barents on 3" and thus is probably better. It still leaves a lot to be desired as attrition of the Germans on the first two turns is virtually non-existent. I do not like Mr. Pelliccia's turn 2 setup due to its weakness in the S. Atlantic. I suggest stripping four cruisers from the Barents and sending *Courageous* to the North Sea. This leaves *Eagle*, five CAs, and one BB for the Atlantic. Put the *Eagle* and the five cruisers in the S. Atlantic and a 4-4-3 in the N. Atlantic. At least the BB up north has a decent chance of taking a pocket battleship with it. Barring disastrous British speed rolls, the Axis will have to allow the blockade of Germany.

BARENTS ON 1

This is it, my current favorite. The Germans *must* fight on turn 1 or they get blockaded and *LOSE POC!* Naturally this strategy is more dependent on luck than the previous two, but it is almost guaranteed to cause early German losses, which should be the primary British aim in this game. (Table 1.)

Table 1. "Go For Four" Ship Dispostions	
Barents	447,336x2, 117x8, 027³
North Sea	444x5, 016²x2
N. Atlantic	443x3
S. Atlantic	553x2, 443x2, 124¹

The North Sea and the Barents are made very strong so as to discourage battle. The Germans will usually go to the N. Atlantic as it is the weakest area. If they go to the S. Atlantic, blast the German ships and ignore the Italian cruisers . . . they can't oil. Also, you can abandon the Barents on turn 2 and force a major battle elsewhere unless the entire Axis fleet sails to the Med (never to return). With several ships in South America the Axis can't sit and wait, the POC losses will kill them.

Taking into account airstrikes and ignoring the U-boats, the fuzzy wuzzy (see Richard Hamblen's article in Vol. 13 No. 3) battle/kill ratios are given in Table 2.

Table 2. "Go for Four" Battle/Kill Ratios	
Barents	1.17/1.08
North Sea	1.03/1.89
N. Atlantic	0.58/1.00
S. Atlantic	0.71/1.42

These figures assume that the Baltic is abandoned, the Italian cruisers sail, that one pocket battleship will not make an Atlantic speed roll, and that both British battlecruisers make their speed rolls. But what if those BCs don't make it you cry!? There is only a 2.8% chance of both not making station. If that bothers you, give up wargaming for chess or go. Those two ships will get there 69.4% of the time. What about the 3 out of 10 games that at least one doesn't make it? Not a disaster. The

battle/kill ratio will be 0.99/0.85 if only one BC makes station. This battle is a toss-up and the German *must* avoid even battles during the first few turns in order to maintain the power of his threats. If the Germans attack and the first round of battle goes poorly, consider running. Your ships are very fast.

True, there are two carriers which could be bagged in the North Sea, but the British are guaranteed 24 shots at the Germans, the battle is even, and the kill point ratio is awesome. For those that feel lucky and fear for the CVs, strip a 117 from the Barents force.

The Atlantic is another story. Both areas are much weaker than the "blockade" seas. Since the S. Atlantic is strategically more important due to the Italians and oiler rule, it is made the stronger of the two. The Axis cannot contest both with surface ships. Either battle will be won by the Axis, but it will cost him some ships. If he goes to the S. Atlantic, make the largest German ships priority targets. If the Germans can only oil one or two cruisers, that threat will be minimal on turn 2. Abandon the Barents and load up the other three areas. Using this reaction and having reasonable luck in the turn 1 battle will cause your Axis opponent to avoid the S. Atlantic like the plague in future games.

In the N. Atlantic we have our "sacrifice". My defense for this setup is that it offers as many shots as the 553x2,124¹ disposition using the "Mediterranean Strategy" (see Vol. 17 No. 1) and gives up less valuable ships. You may have to face an extra German ship however. If the German comes here don't fire at the 357s. You want to sink German ships, not disable them.

I have not considered U-boats because I do not believe that the German can afford to use them tactically in the early turns. Obviously they are of no use in the Barents and North Sea, and placing them in the S. Atlantic is very risky. They aren't needed in the N. Atlantic, and besides, if two or more are lost due to terrible luck (an 8.3% chance with three ASW), there won't be enough subs to break the blockade before turn 5. It happened to me.

It is interesting to consider changing the placement of *Nelson* and *Rodney,* together or individually, to any of the three areas adjacent to England. If you're paranoid about the North Sea, put them there. The Germans won't touch it. Putting them both in the N. Atlantic makes the battle/kill ratios almost identical in the Atlantic areas. One to N. Atlantic and one to S. Atlantic looks nice statistically, but my preference is to keep them together. You can almost count on one of them being around for the second round of combat.

I always assume that the Axis will take the battle that gives them the best odds, and for them to do otherwise, except for strategic reasons, is foolish. Assume that the Germans go for the N. Atlantic. Unless you've been unlucky, the German should be able to oil only three ships. Pray for at least one six on his oiler rolls. If he doesn't try to oil all of his ships, celebrate! If three or more Germans oil, it gets sticky on turn 2. Try to hold all four areas again. If you can't afford more than two 443s in the N. Atlantic, so be it. They will cause additional casualties against a weaker German force, and the oiler threat will be greatly diminished. Remember that the U-boats may hit the weakest area on turn 2. You should abandon the Barents *only* if you had very bad luck on turn 1. Scrimp here and there, figure the odds carefully, it can be done! If the German has to fight on turn 2 your chances for ad-

ditional attrition are good. That is the goal of this strategy, early German losses coupled with poor Axis mobility. Although the "Go for Four" opening is extremely aggressive, the following setup is even more so.

BARENTS ON 1 (Greenwood)

The "Go for Four" strategy is not particularly original. Don Greenwood, as the Series Replay commentator in Vol. 13, No. 4, recommended the British setup in the Barents. He also suggested placing four BBs and one CV in each of the remaining three areas (both 553s in N.A. and *Eagle* in S.A.). His setup should cause more German casualties but is likely to cost a carrier, and the blockade can be broken by hitting the North Sea. The S. Atlantic is inviting, but it is stronger than the N. Atlantic in the "Go for Four" setup. The "weakness" in Don's setup is the North Sea. It's no fun to trade shots with the British 5s, but all the German ships can get there. Unfortunately for the German, he can expect to enter battle with both of his BCs intact only 44.4% of the time. *Both* get hit or disabled by bombs one out of every nine games. It is extremely risky to commit U-boats against this opening.

Don's suggestion creates a very tough decision for the Axis player. For comparative purposes the fuzzy wuzzy ratios for this opening are given in Table 3. By the way, in all of my calculations I have averaged the fuzzy wuzzy values of the German ships between their undamaged and damaged conditions (see Vol. 13, No. 3).

Table 3. Barents on 1 (Greenwood) Battle/Kill Ratios

Barents	1.17/1.08
North Sea	0.79/1.57
N. Atlantic	0.88/1.51
S. Atlantic	0.67/1.21

The German should try his luck in the S. Atlantic or blow open the North Sea for *Bismarck*, *Eugen*, and the survivors of turn 1. The N. Atlantic should be avoided. The Barents is more tempting here if a British speed roll is missed due to its low kill point ratio and the quality of the English ships.

THE SOUTHERN STRATEGIES

Here the British emphasis is on control of the Mediterranean rather than the Barents. Despite the fact that this gets the Italian battleships into the game, it is just as good as the Northern strategy.

CONVENTIONAL MEDITERRANEAN

The first Southern strategy is the "conventional" approach suggested, once again, by Don Greenwood in his neutral commentary on the SR in Vol. 17, No. 1 of the *GENERAL*. I label it conventional because the British force compositions (particularly in the Med) contain a mixture of both BBs and CAs. This is a very good opening. For a time I did not believe that it could be improved upon when the decision had been made to go South.

The Med strategy is solid despite its seeming contradictions, and should be in the repetoire of every competent *WAS* player. Its advantages include the blockade of the Italian cruisers and a defection roll on turn 8. The POC tradeoffs are acceptable. The problems are that the Germans are allowed more freedom, adequate convoy support may not be available if the Eyties get lucky, and oiling ships can play havoc in the Med on turn 2. The Italians may not sail on turn 1 in order to take maximum advantage of the oilers on turn 2. It's a matter of mood. If I don't "Go for Four", I usually adopt the Conventional Med strategy.

RADICAL MEDITERRANEAN

Having decided on the "perfection" of the Conventional Med strategy, imagine my surprise when the following beauty appeared on the blue waters of my board.

Table 4. Radical Med Ship Dispositions

Mediterranean	553x2, 443x5
North Sea	447, 336x2, 117x4, 027[3], 016[2]
N. Atlantic	444x3
S. Atlantic	444x2, 117x4, 016[2], 124[1]

I also call this the "hang ten" strategy as it puts 10 of the old British BBs in places where they are likely to do battle on turn 1 (a nice touch!). The disadvantages of this opening are that the fuzzy wuzzy ratios are not as evenly distributed as in the conventional setup, and the force in the Med is at a disadvantage due to the three extra Italian ships. If the battle in the Med goes badly, the British can't outrun the Italians which could be very painful for Mr. Churchill. This opening does not offer a carrier as bait. The S. Atlantic is more tempting than in Greenwood's Med setup, but the battle is close enough to turn into a debacle for the Axis. I have seen the Axis go there twice. They regretted it both times. The Med is easily reinforced on turn 2 as the *Ark Royal* and cruisers are in fairly safe areas. See table 5 for a comparison of the two Southern strategies.

Table 5. Conventional and Radical Med Battle/Kill Ratios

Area	Conventional	Radical
Mediterranean	1.01/1.13	0.87/1.20
North Sea	0.89/1.19	1.06/1.14
N. Atlantic	0.59/1.00	0.58/1.00
S. Atlantic	0.68/1.04	0.73/0.86

The Radical Med opening is the creation of Bill Larsen, a lieutenant commander in the USN from Raleigh, NC. Bill is probaby the best *WAS* opponent that I have faced. I still consider the Conventional Med strategy to be preferable to the Radical due to the overall fuzzy wuzzy ratios and better ship mix in the four areas. However, the Radical Med setup offers a distinct change of pace and its value as a reasonably sound psychological shocker should not be underestimated.

CLOSING REMARKS

That concludes our survey of *WAS* openings. All are viable, but none are carved in stone. Feel free to vary at will. Which one is best? It's a matter of taste. You should try all of them several times each prior to making any limiting decisions.

The readership may have concluded that I am a fuzzy wuzzy fanatic. I am (sorry Alan, it's not dead), but I look at other things too when considering my moves. One characteristic of players that I have discovered is a tendency not to work (think) as hard during the middle game. Don't let up! With a little luck, a lost game of *WAR AT SEA* can be turned into a win by a sharp player. Once you have the Axis player boxed for shipment, make sure he doesn't escape due to a sloppy play on your part. Any blockade can be broken by seven U-boats, and you know that he'll be comin' on the next turn. Finally remember to sink German ships and limit their mobility. That is the path to winning Allied play in *WAR AT SEA*.

I would like to thank all of the authors and players whose ideas I have drawn upon, especially Keith Rosemond. Between us we have probably sunk (and lost) more tonnage than has gone down since navigation first developed a history.

☆

BACK TO BASICS

BASIC GERMAN ALTERNATIVES IN AFRIKA KORPS by Rob Beyma

AFRIKA KORPS has remained a popular game over the years. It is simple and played often at convention tournaments, particularly the Avalon Hill 500 at Origins. The Germans are a popular choice but because of the Rommel syndrome and because they normally dictate the tempo of the game. The German player makes several important decisions during the course of the game. Most of these center around the pivotal fortress city of Tobruch. The designer of *AFRIKA KORPS* certainly wanted to emphasize the importance of Tobruch in the North African campaign. Realistically, the length of the German supply line without Tobruck is very long. Not so realistically, the ratio of British to German replacements is reduced from 3-1 to 1-1 if the Germans capture Tobruch.

The German offensive sets out for Tobruch in April 1941. Normally the Italians go by way of the Benghasi coastal road and the armor force overland via Msus. A common variation is to send some or all of the 21st Panzer around the escarpments to the south of Tobruch. The Germans normally attack the escarpments west of Tobruch at 3-1 or 4-1 on the May 1 turn. The arrival of the 15th Panzer will enable the Germans to assault the escarpments near Tobruch on May 2. An attack on Tobruch is feasible by June. Sometimes good British play will prevent a good attack on Tobruch until after the arrival of the British June reinforcements. Only a real novice will fail to bottle up the British in Tobruch by mid June.

A favorite tactic is to send the 21st Panzer Recce unit out into the desert southeast of Tobruch. Sometimes Rommel accompanies the Recce unit in order to provide more mobility. If the British player is careless the Recce unit is capable of capturing the British home base in two turns. It is amazing the number of players that get burned by this maneuver, particularly in tournaments. Even if the British player does not fall for this ploy the threat to his southern flank will force the deployment of four or five 1-6s to contain the Recce unit.

Once the British have been driven back into Tobruch the German player must make his first big decision of the game. He must either attack Tobruch or bypass it and drive on the British home base. There are essentially two ways to attack Tobruch.

1-1/2-1: A lot of players in a hurry to finish the game quickly employ this option. It makes for a real crap shoot. The German player makes one big attack against Tobruch at the best odds possible. Chart 1 summarizes the expected losses and the probability of taking Tobruch. This option is recommended for players arriving at Tobruch late and with significant casualties. An exchange normally leaves the Germans too weak to continue the offensive until winter.

Diagram 1: The Drive to Tobruch. It is the first May turn and the Germans throw a 4-1 at the first Allied line of defense.

3-1: The German player makes a series of 3-1 + attacks against one British unit while soaking off against the rest. This tactic will eventually take Tobruch if the Germans can avoid costly exchanges. A variation of this is to attack two British units at 1-2 and the other at 3-1 or better. If a '1' or '2' can be attained on the 1-2 Tobruch will fall.

The other option is to bypass Tobruch and head for the British home base. Some Italian infantry must be left behind to lay siege to Tobruch. The main panzer force should drive down the coast road eliminating British delay units as they go. The first major resistance will normally be encountered near El Alamein. The strong German panzer units can be used to attrition the British army as long as the supply units keep arriving at the front. If the British home base can be captured the Germans have probably won the game. If not, the Germans must normally retreat on November 1 when the British reinforcements arrive.

The Germans usually fall back to near the Libya-Egyptian border where they can join their November reinforcements and additional supply units. At this point time starts working against the Germans. They must take Tobruch by March or they will be on the short end of a 3 to 1 replacement rate. (Historically, the ratio of British to German replacements was about 2 to 1. This increased to about 3 to 1 after June 1942.)
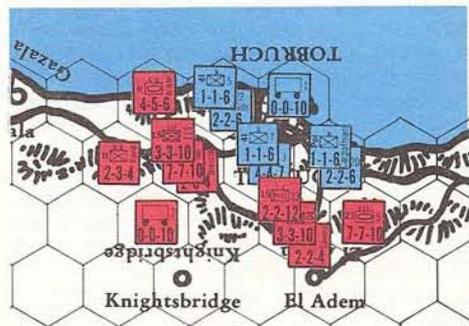
Diagram 2: Barring supply problems the second May turn usually results in an assault on the escarpment around Tobruch. Here the German player opts for a 6-1 vs 4I/11 and a 7-1 vs 4I/5 while soaking-off at 1-6 vs 2/3, 9A/20 and at 1-3 4I/7 and 22nd Gds.

At this point in the game the Germans may be in a position to take a calculated risk. If the kill ratio thus far is favorable the Germans will be able to afford an exchange against Tobruch and still have a reasonable chance of winning. Chart 2 shows the probability analysis of a pair of 1-1 attacks on Tobruch. It is assumed that the Germans have sufficient factors for two 1-1 attacks. Note that an AE result followed by a DE result is essentially equivalent to an EX result initially. AR results are neglected for purposes of this calculation.

Given a favorable kill ratio, the Germans have about a 76% chance of emerging from the attack on Tobruch with a good chance of winning the game. If Tobruch is not attacked the Germans will lose
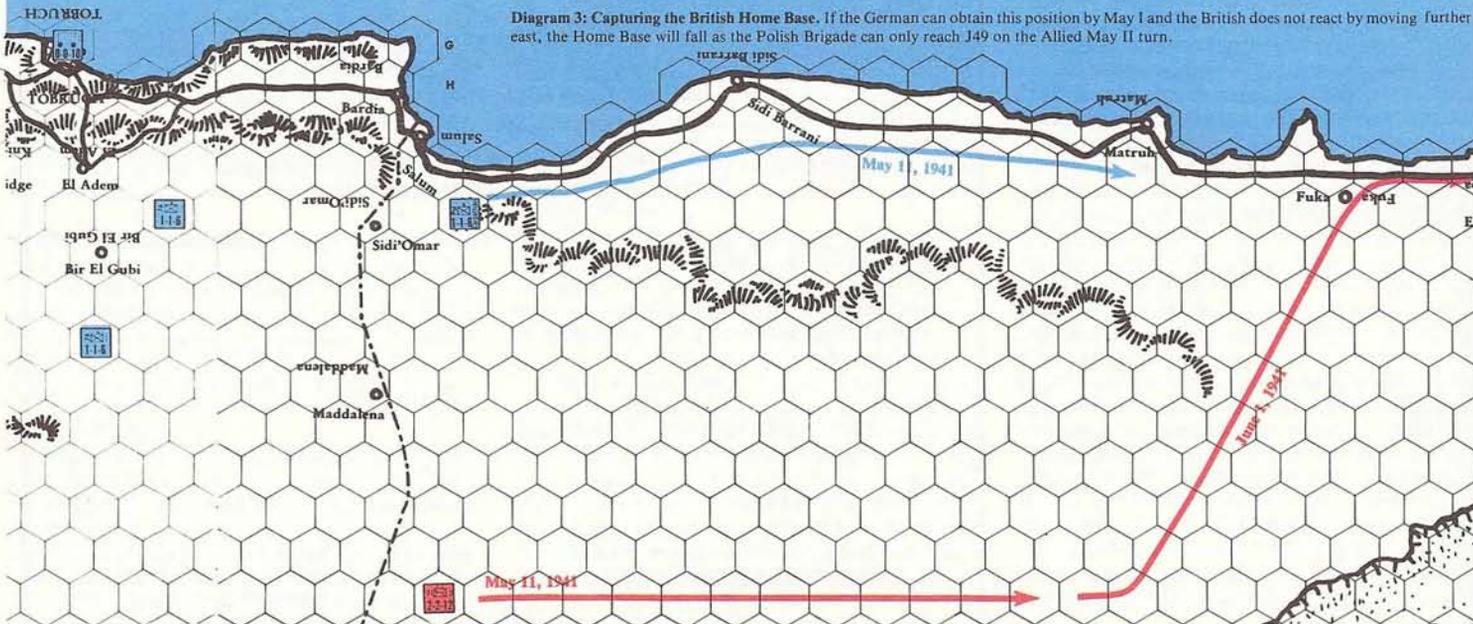
Diagram 3: Capturing the British Home Base. If the German can obtain this position by May I and the British does not react by moving further east, the Home Base will fall as the Polish Brigade can only reach J49 on the Allied May II turn.

anyway. A 3-1 and soakoff strategy has little promise at this point. Time, the British replacement rate, and a hostile army on your eastern flank are working against you.

Once Tobruch has been captured the entire German army is free to drive eastward to the British home base. There should not be any supply problems at this point. Once the British are bottled up on the east end of the board the German armor can bludgeon its way to the British home base. Only some DE results on low odds attacks can save the game for the British.

Chart 1   INITIAL ATTACK ON TOBRUCH

Percentages based on a defense in Tobruch consisting of one 4-4-7 and two 2-2-6s. The Axis attack force consists of 18 factors so that the extra two factors which would survive an exchange can advance into Tobruch.

Attack Odds	Expected Axis Losses	Expected Allied Losses	Probability of taking Tobruch
1-1	8.7	4.0	.50
2-1	10.7	5.3	.67
3-1 & 1-2	4.7	5.3	.33

Chart 2   A PAIR OF 1-1 ATTACKS ON TOBRUCH

Percentages based on a defense of three 4-4-7s.

Results	Probability	Axis Losses	Allied Losses
DE	.40	0	12
EX	.20	24	12
AE & DE	.16	26	12
AE & EX	.08	50	12
AE & AE	.16	52	0

Chart 3   EXPECTED SUPPLY SITUATION

Plus or Minus one supply unit is statistically normal for each period.

Period	Expected Number of Supply Units
April 1941-June 1941	4.3
July 1941-October 1941	4.0
November 1941-February 1942	6.7

The luck of the supply rolls may influence the German strategy. Bad luck early in the game may make it difficult getting to Tobruch. Lack of supply makes the Tobruch bypass option a lot less attractive. In that case a 1-1 on Tobruch might be your best chance of winning. On the other hand, a "hot" supply die will give the Germans all of the supply they need for any course of action. In this case the German player may be a little reluctant to risk everything on one attack so early in the game. Chart 3 shows the expected number of German supply units during certain segments of the game. It does *not* take into account supply units lost because the Germans already have all three supply units on the board.

Chart 4   VARIANT HISTORICAL SUPPLY TABLE

Period	Die Roll Needed to Sink Supply
April 1941-June 1941	1, 2
July 1941-October 1941	1, 2, 3
November 1941-March 1942	1
April 1942-June 1942	1, 2, 3
July 1942-October 1942	1, 2, 3, 4

AFRIKA KORPS gives the Germans a favorable supply situation from November 1941 to October 1942. Historically, this was not the case. Kesselring's air wing pounded Malta during the winter of 1942. German supply deliveries increased during this period. However, during the summer of 1942 German attention was drawn to Stalingrad and the Caucasus. German supply slacked off as the summer went on. By September the Afrika Korps at El Alamein was critically short of supplies and replacements. Chart 4 shows a more realistic supply table for the North African campaign.

Occasionally the Germans capture the British home base before they capture Tobruch. Do not celebrate yet because the game isn't over. The German army must still successfully assault Tobruch. There are several ways of attacking Tobruch at this point.

3-1: The Germans attack at 3-1 with soakoffs. They plan to kill the large British units and exhaust the British replacements before the German army itself is exhausted.

2-1: There are not normally enough large factor units to get a single 2-1 attack.

1-1: The Germans should have sufficient factors remaining to get two, maybe three, 1-1 attacks before the end of the game. Chart 5 shows the cumulative probability of taking Tobruch with multiple 1-1 attacks. The probability of ARs can be neglected until the last few turns of the game. Sufficient forces should remain in defensive positions to prevent a British breakout.

Chart 5   MULTIPLE 1-1 ATTACKS ON TOBRUCH

Number of Attacks	Probability of Taking Tobruch
1	.600
2	.840
3	.936

A relatively simple and fast moving game system has made *AFRICA KORPS* a fun game to play through the years. Despite a high luck factor *AFRIKA KORPS* continues to be a popular game. The German player can increase his chances by considering and exercising all of his available options. In certain situations a series of low odds attacks may offer the German player the best chance of winning. If all other alternatives fail the German player can usually go back to Tobruch and take his 1-1. Well played, the Germans have the advantage. Just don't forget to make sacrifices to the great supply god before you start.

☆

FORTRESS EUROPA . . . *Continued from Page 39*

ably worth more on the board than off it, even if it cannot be matched. The threat is useful, and forces the German to maintain reserves to prevent one exited unit coupled with heavy railway attacks from capturing several cities very cheaply.

The ten hex supply line rule will cause the Allies headaches. Ports like Marseilles and Cherbourg lose much of their value because they require a lot of HQ's to keep them functioning at full effectiveness, and they have little effect on the front for several weeks after being captured by a raid or the second invasion. Key HQ's in supply chains become ideal targets for German paratroops. They should be guarded, especially since a lone HQ no longer has a zone of control. The Allies may need nearly every HQ they have to supply the battle for the West Wall. They can ill afford to lose one.

I think you will find that these rules increase your enjoyment of *FORTRESS EUROPA*. The "On to Berlin" scenario is now a close, tense struggle that requires both sides to attack to win. In the campaign game, there are more tough decisions to be made since many of the standard tactics now have added restrictions or tempting alternatives. The air game has more suspense now that the German can wait longer to commit the Luftwaffe. The stacking and special forces rules give more individual character to different types of units. Finally, the rule for exiting Allied units allows you to truly go on to Berlin.

☆

CRETE . . . *Continued from Page 35*

To sum up your evacuation chances let's go back to Table 1. Don't look to get anything out of the Maleme sector. In the Suda area between the H.Q.'s and the civilians try to bring about 35 points out. Watch the stacking value of those workers. Protect the ones that have less than 3 over the others. You can get a lot of points out through the port with them. Your chances of getting combat units out of this sector are poor. They will be needed to protect any evacuation. This is particularly true if you have to go out the long way by road. The remaining civilians and H.Q.'s from the other two sectors will give us another 20 points. You can see now why I said that in most games for the Allied player to reach his evacuation goal he will need to pull out combat forces. The Heraklion forces can best provide this margin. 15 evacuation points of combat units can get out through the port if you still have the dock workers to help load.

If you have been paying attention you'll see that we are still ten points short. Well, you have one truck unit. You also have a H.Q. unit in the Retimo section. If you put the two together and head for the hills as soon as the last parachute reaches the ground, you should be able to slip out through the road to the south while the two forces battle it out. If the German wants to waste a reinforcement drop just to stop them that should make another sector easier. If he sends some combat units to take care of him that's six attack factors out of his 25 if he doesn't want to be all day at it. Remember to unload the H.Q. when you get to rough terrain. Also, the truck unit may not enter the Georgeopolis sector until turn eight. You could start him at V56 but then your H.Q. will take a lot longer to reach him if you want him to help out on the drop turn.

In closing, I would like to add a personal word. When *AIR ASSAULT ON CRETE* first came to my attention I quickly grew tired of it. Not because it wasn't a good game but rather because of the need to be constantly flipping my units over as the Allied player to see what they were. After discovering the game made an excellent PBM game I learned the finer points and really enjoy the contest of wits. In that respect it's a lot like *MIDWAY*. A battle to outguess your opponent while still requiring the proper handling of combat. A game with no perfect plan. Your strategy will work in direct proportion to how well your opponent's does not.

☆

ASYLUM . . . *Continued from Page 39*

ARM: It sounds great.
ME: And it's non-fattening.

ARM: Do you have a favorite AH moment?
ME: I guess one of my favorites was when an efficiency expert was brought in last year to make recommendations on how to improve productivity. After five weeks, he made two suggestions. One, put Tom Shaw's and Don Greenwood's desks back to back, and two, get a new mailbox that has vertical dividers instead of horizontal ones. Six months later he called to ask if there had been an increase in productivity.

ARM: What does the future hold for you?
ME: Well, I'd like to stay in the hobby for a few years and then retire. Tom Shaw told me that when he retires he's going to build a home for retired game designers. He has a great offer on a couple of acres in Greenland. He's been going to college and taking courses in Moose Calls and Seal Hunting.

ARM: Sounds kind of deserted.
ME: Actually, I think all the sand is covered by snow.

ARM: Any last words?
ME: Hi mom!

☆

Don,

Thank you for printing my *Tobruk* article in Vol. 18, No. 2.

Regarding the article, there are two corrections worth noting. The weapon lethality changes that are untitled, and sit below the PzKw IIIj revisions, should refer to the Crusader tank.

Secondly, the angle in Figure 1 should have been 30 degrees. My mistake.

If I may, there are two other issues regarding *Tobruk* that are worth mentioning. While APCR rounds did have a high muzzle velocity, they were not very accurate. APCR rounds that emerged from the barrel had a high speed, but were very light (less than two pounds) and most unstable (due to the irregular shape). The result was that they were ineffective except at close range, due to "wobbling" of the shell during flight.

The second item is the lethality of light shells. To assume that a front or flank penetration by 37mm shells is *always* a kill runs contrary to logic and battlefield histories. A 37 or 40mm shell weighs less than two pounds, and there is an awful lot of empty space in a tank where a small shell could dissipate itself. In fact, one Valentine in North Africa suffered *fifteen* flank penetrations by a 50mm shell (which weighs six pounds) before it was put out of action.

As a result of the above issues, two additional rule modifications are proposed:

1. APCR shells have a maximum range of 10 hexes (750 meters), and −2 is added to the To Hit die rolls.

2. When shells below 75mm score a "K" result, the following dice scores with two six-sided dice result in no damage:

Gun Size	No Damage Scores	Notes
0-40mm	9-12	Includes
41-57(6 PDR)mm	10-12	ATR

Rolls below the given range result in a normal "K" result.

Lorrin Bird
Mechanicville, N.Y.

★★★★★

Dear Mr. Greenwood:

I had been awaiting the release of *THE GUNS OF AUGUST* for some time, and being, I believe, more interested in the Great War than many gamers, I was very pleased with what I found. It is the first really good strategic simulation of the First World War (there have been so few of them) and should become fairly popular in the future if gamers can overcome their fears of simulating an historically static war.

Now that I have given the game its due praise, I have a few humble suggestions to make concerning the rules. My suggestions, involve, perhaps unfortunately for me with regards to you, historical accuracy to a great degree. I know, I know, I've heard it many times before . . . Avalon Hill is more concerned with gaming values and playability than with historicity. However, the suggestions for variants that I wish to make would have little, if any affect on playability. They would simply promote a greater degree of information that a gamer can obtain from the game itself.

I am a rabid historian, a year away from my B.A., and my first few suggestions deal with that subject:

1.) *ARMED FORCES OF CONQUERED NATIONS:* Rule 7.0 states that if all of the cities of a nation are occupied by the enemy at the end of a turn, then that nation is considered conquered and all of its units are removed immediately and permanently from play. While this rule should certainly apply to such hopeless losers as Russia, Rumania, Bulgaria, and Turkey, it defies the historical tenacity of several other nations that were conquered during the course of the war. Any surviving forces of Belgium, Serbia, and/or Montenegro should be allowed to fight on IF AND ONLY IF they are able to trace a normal line of supply to an Allied supply source. Needless to say, these nations still lose their replacement capacities and any accumulated points, and if the surviving units are destroyed, they may not be replaced.

2.) *MONTENEGRO:* The scenario setup chart lists Montenegro as Neutral at the start of the game in 1914, and simply has no other listing for this nation. It is conceivable therefore that the tiny Mountaineer Kingdom could be ignored completely and remain neutral for the entire war. This does not accurately reflect the Balkan situation of 1914. Montenegro sympathized from the beginning with their fellow South Slavs in Serbia, and of its own volition it entered the war on the

Allied side August 10, 1914, declaring war on Germany even before it did so on Austria-Hungary. Montenegro should be considered a member of the Allied coalition from the beginning of the game.

3.) *PORTUGUESE ENTRY:* Portugal entered the war in March, 1916. That Summer two divisions formed the Portuguese Expeditionary Force and were sent to the Western Front, deploying in the North where it was involved in several of the British offensives (in fact, one of the divisions was unfortunate enough to be directly in the path of Ludendorff's 1918 Victory Offensive, and was annihilated by German stosstruppen). One 2-4-3 Portuguese Corps is received as an Allied reinforcement on the July 1914 turn. Because of its detachment from the mainstream of the war (and its absence from the map), Portugal receives only one replacement point at the beginning of every season (September, December, March, June). The Corps can be represented by an unused 2-4-3 from another nation (preferably one not involved on the front on which it is deployed) or can be "coined" by the player. God knows there are enough blanks. Portugal, like the U.S. and Britain, can never be conquered, and it is immune from morale considerations as well.

At the risk of contradicting myself, I would also like to offer ideas for historical variants. After all, no game of this type would be complete without a few what-ifs.

4.) *SWIFT PROSECUTION OF THE COLONIAL CAMPAIGNS:* During 1914, the Allies fell upon and quickly conquered almost all of Germany's overseas possessions. The lone exception was in German East Africa (Tanganyika), where the Schutztruppe held out till the end of the war, fighting the most successful guerrilla campaign of all time and tying down large numbers of badly needed Imperial troops. This variant postulates that East Africa falls in early 1915, freeing large numbers of colonial forces, especially South Africans, for service in Europe. One British 4-6-4 corps, one British 3-3-5 cavalry corps, and one British 3-3-3 artillery regiment is received during the reinforcement and replacement phase of March, 1915. An additional 4-6-4 corps is received in January, 1916, and still another in January, 1917. These are treated as normal British reinforcements in all ways.

5.) *JAPANESE PARTICIPATION:* After the fall of Germany's Pacific Empire, the British and French tried to persuade their now-inactive Japanese ally to redeploy its army to Europe to continue their part in the war. The Japanese declined. Consider that they had agreed. The Allies receive as reinforcements in September, October, and November of 1915 one 3-5-3 Japanese Corps per month. They may be deployed on any front but all three must deploy on the same front. They may not deploy on the Russian front if the Allies do not control Constantinople. Even if the Japanese had agreed to send an army, they would be very reluctant to squander its entire strength in Europe (needed sufficient forces to threaten China). Therefore, the Japanese receive NO replacement points at any time in the game. Once a Japanese unit is destroyed, it is gone forever. Japanese corps will have to be "coined" like the Portuguese corps. Japan can never be conquered.

6.) *GERMAN SUPPORT FOR THE EASTER REBELLION:* The rebellion in Ireland during April, 1916 certainly succeeded in worrying Britain but it did not receive the promised German support that helped spark it and it was never really a very great threat to the British war effort. Consider that Germany lived up to its promise. On the April and May turns of 1916, the British receive NO replacements of any kind at all, and all British replacement points currently on the track are cut in half (rounded up). The German player must expend four replacement points on each of those two turns to "maintain" the rebellion. Failure to do so means that the effects are cancelled and the British receive normal replacements.

7.) *U.S.-MEXICAN WAR:* Most people are familiar with the infamous Zimmerman Telegram. Suppose Carranza has agreed to the secret alliance. The U.S. receives only one division in 1917, that being the one scheduled for June. In 1918, the U.S. only receives reinforcements every other turn (those normally scheduled) beginning in January. In the morale phase of every turn beginning January 1918, the Allied player rolls a die. If a "1" is rolled, the

U.S. is considered to have defeated Mexico. Reinforcements may begin arriving normally every month beginning the month after Mexico is defeated. If the U.S. and Mexico are still at war at the end of 1918, then U.S. replacements arriving in 1919 are cut in half until Mexico is defeated.

8.) *NO ARAB REVOLT:* In 1914, Sultan Mohammad V of Turkey called the last official Moslem Jihad in an attempt to unite the Ottoman Empire behind the war effort. There was little response, and eventually the Arabs revolted. Assume that the Arabians' religious zeal outweighed their desire to get rid of the Turks and they therefore answer the call. Turkey receives one additional 2-4-3 corps and one additional 1-1-4 cavalry division as reinforcements on the January 1915 turn. At the option of the Central Powers player, the 2-4-3 may be considered deployed off-map against Russia, in which case the Allied player must immediately withdraw an additional Russian corps from the map. The redeployed Russian corps enters with the other three on the turn after Turkey is conquered as normal.

Tim Williams
Knoxville, AR

★★★★★

Dear Editor:

Mr. Morss's comments in the July-August issue were a slap in the face to serious wargamers. To be sure, wargames are a hobby like chess, bridge, or monopoly. It is the nature of competitive achievers to do the very best that they can in any field of endeavor be it work, sports, or games. Because one does not consider an activity to be a serious enterprise does not constitute sufficient cause for criticizing their efforts. Obviously, Messrs. Lockwood and Angiolillo have studied their wargames thoroughly. They are to be commended for sharing their knowledge and experience with the gaming public.

Besides wargames this gamer has played and enjoyed chess, duplicate bridge, and other strategy games. The same stimulating mental challenges found in chess and bridge are also found in wargames. Chess is an excellent game. It features complex, subtle, and precise play. Perhaps the real reason it has been analyzed so much is that it has been around for hundreds of years and played by millions of people. There are a number of significant differences between chess and wargames. Most wargames permit a player to move all of his playing pieces each turn. The element of chance, although occasionally decried by most wargamers, is an integral part of most wargames. Having to consider the probability of event outcomes adds another dimension to a game. Some wargames feature limited intelligence concepts which can make detailed analysis more complex. Being a historical simulation, a wargame will oftentimes present a situaton where one side has an inherent advantage (such as spotting a player a piece in chess). Some of the more complex wargames rival chess and duplicate bridge for a fascinating mental challenge.

Historically, chess was used to train the minds of nobility. Today, some games are used to train our military and corporate leaders. Wargames are being recognized as challenging and enjoyable games. Computers are being programmed to play wargames. Computers have been playing chess for years and can beat everyone except the very best chess players. Maybe in a few years a computer will be able to beat Mr. Angiolillo in *STALINGRAD*. In the meantime perhaps Mr. Morss could use the information provided by dedicated wargamers such as Messrs. Lockwood and Angiolillo to enhance his own playing skills and enjoyment of the games.

Robert J. Beyma
Pocomoke, Maryland

★★★★★

Dear Don:

When I first read through the diatribe by one Mr. Robert Morss in Volume 18, Number 2, my first impression was that of some pseudointellectual malcontent merely venting his spleen at the fact that there were individuals out there who dared to model their analysis after his beloved game of chess. My second impression, after having taken the time to reread his letter, was not half so flattering. Since I dislike having someone else

attribute thoughts and attitudes to me in print which in fact are not my true ones, I wish to take this opportunity to make public reply.

In regard to Mr. Morss' contention that Mr. Angiolillo's and my chess like analysis (I can hear him hitting the ceiling already) of our respective favorite wargames constitute a mere "putting on of airs," I must take exception. If I perceive myself as "erudite and estimable," it is for a number of reasons other than the comparatively unimportant one of my being a recognized "expert" at a particular wargame. Mr. Morss argues that "wargames are not chess." Such a profound observation, though I seriously doubt that anyone would require Mr. Morss to point it out to me. Does he forget that chess itself is merely the most abstract of wargames? One can analyze the objective factors which interact on a wargaming board in the same way that these same factors have been analyzed on the chessboard for many centuries, remembering, of course, to incorporate in one's analysis the uncertainty of the probability factor introduced by the die. The existence of chance in wargames is what distinguishes them from chess.

It appears that Mr. Morss is of the opinion that chess is so "sacred," so above every other game of strategy, that attempts at in-depth analysis of other games is tantamount to heresy, especially if they use similar terminology. I'm surprised that he hasn't gone looking for Oswald Jacoby because of his chesslike style of analysis of the game of backgammon.

I have little to say about Morss' comments concerning wargaming's "state of the art," both as a hobby and in the realm of design, other than to say that it is rather obvious that there have been great strides in game system design since the late 50's. Since wargames attempt to simulate historical or postulated situations rather than a totally abstract situation divorced from reality as chess does, comments about "state of the art" design really amount to comparing apples and oranges.

Finally, I fully agree with Morss' statement that wargaming is a hobby for the majority of its participants. It certainly is an entertaining and enjoyable one for me, and I cherish the many friendships I have formed at the Origins conventions which I have attended. I merely wish that Mr. Morss would remember that chess is also just a hobby for the majority of its participants, and not to "make a bigger deal out of it" than is justified. Wargames and chess each require a peculiar kind of expertise, and the day that Mr. Morss achieves a noteworthy level of expertise in either is doubtless one for which Mr. Angiolillo or I will wait an eternity without result.

Jonathan S. Lockwood, Ph.D.
Ft. Huachuca, AZ

★★★★★

Mr. Greenwood:

After reading the letter from Robert Morss (THE GENERAL, Vol. 18, No. 2, July-August), I felt he should have heeded the moral of his opening anecdote.

Mr. Morss' entire letter was in opposition to the evaluation and analysis of wargames in a manner similar to chess. His reasons for opposition were: 1) Most people play wargames only for recreation, and 2) wargames are not as complex as chess.

While wargames are "only games" to most wargamers, the same is true of chess—as Mr. Morss should know. Serious chessplayers are only a comparative handful of all chessplayers. Few chess books are written for these players. Most are written for beginning or weak players who would like to play better, as a look in any bookstore will show. The serious players are the ones doing the writing.

The supposed superior complexity of chess is an illusion. Chess has, over its long history, been extensively analyzed. This has elevated the apparent complexity of chess by making it impossible to get by with weak or average moves. Everyone has access to the best analysis of strategy, tactics, and lines of play. Inferior preparation fails. If chessplayers were deprived of this analysis, the level of chess would be considerably lower than it is. The rules and concepts of chess are quite simple; analysis makes the difference.

In conclusion, wargames could benefit tremendously from analysis and evaluation of play—as the history of chess shows quite well. Mr. Morss could not possibly be more wrong in his argument.

Michael Lee Williams
Salem, IN

CIRCUS MAXIMUS:

6.525 + 8.3—What happens if a chariot with a turn speed of eleven and remaining endurance of 4, which is about to enter the innermost corner lane where the maximum speed is eight, elects voluntarily strain with the resulting dice roll of six? According to rule 6.525 the additional M.F.'s are treated as equal to the amount of the remaining endurance i.e. 4, but as this reduces the endurance to 0, does the chariot automatically flip as it will exceed the safety speed?
A. Yes.

9.312—What happens if a chariot has completed its movement phase for that turn but is attacked by another chariot and successfully evades into an inside corner lane but by doing so the safety speed of the new lane exceeds the last written turn speed of the evading chariot? Does the chariot have to check the corner strain chart immediately?
A. Yes—which is why he might not want to evade.

9.62—If a chariot is forced to make an involuntary ram attack and its car is forced into another team do I presume that rule 9.62 whereby the CDM is reduced by 3 temporarily for this voluntary attack does not apply, other than for determining whether the defender is able to evade or brake, because the CDM does not form part of the process for deciding ram attacks on horses?
A. Yes.

12.4—In the advanced game I presume that the chariot wreck must land exactly on an opposing

car or team, i.e. not move onto a chariot and beyond it. Also, I presume that a +3 or -3 would be added to the dice roll if the wrecked car was heavy or light.
A. The wreck may attempt to attack only that part of the chariot which occupies the square it finally lands in—not those it moves through on the way to that square. DRMs for heavy or light chariots would apply.

14.2—If a chariot lands exactly on a wreck in the advanced game, it is not clear it, may this same chariot attack an opponent from this position? If so, I presume that the "Running Over Wrecks Chart" would only be consulted when this chariot clears the wreck entirely.
A. No—if a chariot is unable to clear the wreck in one turn it flips automatically if it ends its turn on a wreck counter.

6.41—In the same movement phase, may a chariot which has just expended a M.F. by attacking, change lanes immediately at a cost of either 1 or 2 M.F.'s? i.e. the chariot does not have to move forward first then change lanes.
A. No—although a chariot may change lanes automatically at the end of an attack—such a lane change is always accompanied by a move forward and then over—unless blocked in which case a sideslip must be paid for.

Q. I presume that it is permissable for one chariot to purposely lag behind last place and elect not to move during a turn, in order to attack the leading chariot when lapped by it.
A. Yes, although players may agree at the start of a race to outlaw this tactic.

9.3—May a defending chariot elect to brake to avoid an attack if it has only one endurance factor remaining?
A. No

9.52—If a chariot has one endurance factor remaining and has to lose a quarter as a result of a dead horse I presume that the one endurance factor remains intact.
A. Yes—that's what "fractions rounded down" refers to.

8.41—When a chariot with one endurance factor remaining enters the corner at a speed of 18MF's and the corner has a safety speed of 17, which means that the endurance reduces to 0, can this chariot move all 18 MF's on this turn?
A. Yes, however, if it had exceeded the safe speed by 2 it would automatically flip.

GLADIATOR ERRATA:
6.1 Delete the last sentence.
6.3 Add to Stumble definition: This check should be made after movement notation but prior to

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movement execution and supercedes any marked movement if a fall results.
6.4 Add to QUICK MOVE definition: "or used more than once."
7.5 Add: If both gladiators moved, and end their movement in the same hex, a collision occurs but no modifiers for positional advantage are received by either gladiator. This is not true if one gladiator does not leave his hex and does not change his facing.
7.53 Add: This check should be made immediately after stun resolution, but the stumble results/attacker benefits do not go into effect until the next phase.
18.3 Add: Combat factors are not halved for defensive purposes.

D-DAY:
Q: As the Allies invade one area, their paratroopers capture a port in an adjacent area. On the second turn of the invasion, are the units landing in the captured port subject to the "Second Turn" limits on the port's Troop Invasion Chart?
A: No, they are subject to the "Third Turn On" limits! The "First Turn" and "Second Turn" limits apply only to the area being invaded on the turn of invasion and the next turn. All other areas and turns are subject to the "Third Turn On"

Q: Do units that sail for Britain from a port count against the units that can land at that port? Does the departure of the units increase the number of units that can land?
A: No and No.

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TITLE: GLADIATOR $9.00
SUBJECT: Man to Man Game of Gladiatorial Combat

In placing 32nd on the current RBG chart, *GLADIATOR* managed to best the average ratings for five categories (Components, Completeness of Rules, Play Balance, Realism, and Excitement Level). Were it not for a very poor rating for the mapboard which is just a single panel with no terrain differentiation the game would have had a much better cumulative rating.

Despite the poor rating for the mapboard, the game did do well in the Components category. This was most likely due to the miniatures feel given the game by the inclusion of double printed counters which stand erect in a plastic holder to represent the combatants. This highly visual use of "counters" does much to make one forget the drabness of the board.

Nevertheless, the game probably benefitted from a small sample of raters due to subject matter and scale. Ancients fans are a definite minority and when you further subdivide that audience with a man-to-man scale there isn't much of an audience left. Those who purchased *GLADIATOR* were probably predisposed to enjoy that type of game moreso than the average game player.

The real story behind *GLADIATOR* is probably the average playing time of 46 minutes. Although individual combats can be as short as ten minutes or prolonged to two hours, the point is well taken that this game is refreshingly short. This means not only that several games can be played per day, but also that a Campaign Game can easily be played over the course of a weekend. In fact, the Campaign Game version of *GLADIATOR* with special emphasis on its protracted injury and experience rules will make an excellent tournament medium for single elimination convention events.

RAIL BARON, whose presence on the RBG as a non-wargame was questionable anyway, has been deleted to keep the chart at 50 titles.

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. CRESCENDO OF DOOM	2.04	1.93	1.64	2.33	3.20	2.31	2.18	1.36	1.56	1.82	19.5
2. CROSS OF IRON	2.17	2.09	2.04	1.88	3.37	2.52	2.44	1.60	1.69	1.94	20.5
3. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
4. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
5. CIRCUS MAXIMUS	2.27	2.53	2.13	2.93	2.27	2.33	1.13	2.26	2.14	2.28	11.6
6. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
7. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
8. BISMARCK	2.37	2.16	3.00	1.69	2.97	2.63	2.72	1.84	2.09	2.31	18.8
9. WAR AND PEACE	2.43	2.37	2.32	2.54	2.34	2.56	2.61	2.54	2.29	2.32	17.0
10. FORTRESS EUROPA	2.44	2.21	3.29	2.57	2.50	2.64	2.43	2.35	1.93	2.07	44.1
11. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
12. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
13. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
14. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
15. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
16. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
17. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
18. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
19. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
20. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	2.38	2.22	2.47	12.1
21. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
22. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
23. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
24. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
25. DUNE	2.76	2.45	2.40	3.00	1.98	2.43	2.74	4.20	2.80	2.83	11.9
26. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
27. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
28. The LONGEST DAY	2.83	2.23	2.60	2.40	3.20	3.53	3.30	2.28	2.80	3.15	171.
29. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
30. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
31. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
32. GLADIATOR	2.88	2.84	4.00	2.47	2.89	2.63	2.79	3.05	2.53	2.74	4.6
33. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
34. FURY IN THE WEST	2.91	3.36	4.01	3.00	2.55	2.45	2.99	2.82	2.09	2.91	17.8
35. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
36. GUNS OF AUGUST	2.93	2.71	2.94	3.03	2.41	3.15	2.96	2.89	3.38	2.87	27.8
37. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
38. WIZARD'S QUEST	3.03	2.63	2.21	3.25	2.62	2.60	2.23	5.13	3.42	3.21	13.2
39. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
40. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
41. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
42. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
43. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
44. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
45. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
46. FEUDAL	3.25	3.18	4.33	2.64	2.28	2.33	2.12	5.38	3.58	3.38	7.5
47. AIR FORCE	3.43	3.77	4.94	3.79	3.69	3.29	2.42	2.81	2.77	3.40	9.6
48. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
49. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
50. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.9
AVERAGE	2.77	2.60	2.88	2.56	2.82	2.76	2.93	3.10	2.58	2.66	21.2

COMING UP NEXT TIME

Vol. 18, No. 2 polled a rating of 3.51 which made it only the 4th best issue of a none-too-strong year. In fact, it marked the seventh straight time we've failed to get under the 3.00 barrier in the reader ratings. The last time we tickled your collective fancies with a sub-3.00 rating was back in Vol. 17, No. 1 when the *WAR & PEACE* issue managed a 2.79 rating.

David Bottger's AIR FORCE ANALYSIS predictably led the ratings for Vol. 18, No. 2 by a wide margin over the SQUAD LEADER CLINIC. Other individual article ratings based on a random sample of 200 responses with three points awarded a first place vote, two points for a second, and one point for a third were as follows:

With the end of the year upon us, we must all face the facts that good old Uncle Sam wasn't able to stop double digit inflation again this year. Besides making it more difficult to eat, it also means we can expect another increase in game prices during the new year. While those price hikes have not yet been established they are inevitable. The only question is whether they will equal the inflation rate. If so, that would mean an average increase of $2.00 per game. In keeping with our tradition of warning *GENERAL* subscribers about upcoming price hikes and granting a grace period for ordering at the old rates, we hereby urge readers to make any purchases they have been contemplating before the new rates take effect. Avalon Hill will honor 1981 prices to their mail order customers until March 1st, 1982.

From Atlanta comes news of a gala event for *SQUAD LEADER* enthusiasts. The First Annual Atlanta Squad Leader Open will be a five round, two-day, round-robin tournament in which all players play five games. The pairings for each round will be based upon won/loss record and the level of rules he desires to play. Cash prizes will be awarded to the first four places in the open divison, with a junior division for players under 18 being eligible for trophies. Ties will be broken by the composite score of the players beaten minus the players lost to. Entry fee is $15.00 for the Open and $7.50 for the Junior Division. Those interested in further information should send a SASE to D. Munsell, 2327 Dayron Circle, Marietta, GA 30062.

The *Elite Club* is nothing more than we state in our standard filler ad for Elite Club Ticket holders which is run frequently. Being a member of the Elite Club means simply that you have qualified to receive a special membership card with detachable coupons that you can use to purchase AH games by mail direct from Avalon Hill. The card is good for five years and has five yearly coupons that you can use once per year to deduct $1.00 off the price of every game you order at that time. When you use the last yearly coupon on that card, you will be issued another card free of charge, but if you should ever lose the card it will not be replaced and you would have to requalify for membership. Anyone can join the Elite Club by simply placing an order for any six Avalon Hill games totalling at least $50. No discounts apply to that order.

Infiltrator's Report
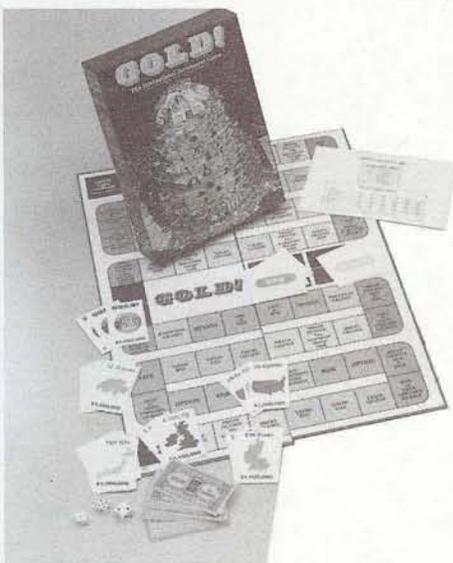
The newest non-wargame from Avalon Hill is another entry in the business category. *GOLD!* is a game that is easy to get into. It takes about ten minutes to read the rules. You can then enter the world of international finance and begin to manage, or mismanage, your investments. A game for the whole family, that young and old can enjoy together, while learning a little bit about the money that makes the world go round. For two to eight players. NOW AVAILABLE direct from Avalon Hill for $25 plus 10% postage and handling.

The SUBMARINE rules and playing cards are being revised for an upcoming reprint. These official changes are being noted here in their entirety for the benefit of *GENERAL* subscribers.

p. 9, 15.6.1-change 'ASW' to 'ATW'.
p. 12, 20.4.3, rewrite-A submarine may be placed at any depth and direction that the submarine player wishes.
p. 12, Scenario 1-change 'U.128' to 'U.99'.
p. 12, Scenario 4-starting location for Herzog is N39, Bd B, Dir 6.
p. 13, Scenario 6, VI. Victory Conditions-The carrier must exit board edge 6.
p.13, Scenario 8, IV. Victory Conditions-The Wahoo must inflict at least 30 victory points without being sunk by the end of turn 20 in order for the American player to win. Any other result is a Japanese victory.
p. 13, Scenario 8, VII. Optional Rules-The game can be extended to 40 turns. In this option, the Wahoo must inflict at least 50 victory points without being sunk to win. Any other result is a Japanese victory.
p. 13, Scenario 8-The maximum depth for the Wahoo is 250 ft.
p. 13, Scenario 9-The maximum depth for the Harder is 250 ft.
p. 13, IV. Victory Conditions-U.2511 must score at least one hit on a British destroyer and exit mapboard edge 3 by the end of turn 10 for the German player to win. If the German doesn't win, the British player must have at least one hit against the German submarine to win, otherwise it is a draw.
p. 13, Change section 20.10 to 20.9.
p. 13, Scenario 11, order of battle-change 2-T2 tankers to 4-T3 tankers and 2-1C2 Merchantmen to 2-EC2 Merchantmen.
p. 14, Scenario 12, VII. Optional Rules-change 36.0 to 26.0.

p.14, change 20.1 to 20.10.
p. 14, Campaign game-17. To use an aerial depth charge, the British player simply places the depth charge in a hex containing a portion of the U-boat. No more than one aerial depth charge may be placed in a hex in a turn.
p. 17, 29.4-add ASDIC to Sonar, delete ASDIC from Radar.
p. 18, Attack points;-Remove 10cm and 3cm sonar. Replace with 'For each vessel with improved sonar-4'.
p. 19, Exchange caption 'hexside' with 'hex grain'.
p. 20,-40.4 A ship which passes through a hex occupied by hidden torpedo(es) cannot undergo a torpedo attack. Attacks are resolved only in the Torpedo Movement Phase when initiated by torpedo movement.
p. 21, 40.10-delete the value '1' immediately following the word 'plots:'.
p. 21, Caption under Evasion Table-shallow running torpedo-add one to the colored die.
p. 21, captions under Torpedo Location-018, Dir. 1/2, I34, Dir 5/6.
p. 23-48.2 For each ship firing, the controlling player cross-indexes the gunnery factor with the range to the target ship on the Advanced surface Gunnery Table to determine the damage factor. This factor can be modified as detailed on the table.
p. 23 Weather Table

Atlantic and North Sea		Mediterranean	
61-66	Gale	61-66	Gale
41-56	Storm	41-56	Storm
21-36	Rough	21-36	Rough
11-16	Clear	11-16	Clear

p. 24, addition to 51.3.1-Circling torpedoes may be fired along hex grain only.
p. 24, 51.4.2 Illustration-Remove X and Z angles. The XXI and XXIII subs had no stern torpedo tubes.
p. 24, 51.5.3-Replace word 'normal' with '300 lb.'.
pg. 27, 64.3.1-change 'CL7' to 'CL6'.
p. 27, Sub Log Bow Tubes-move 'B7 and CL6' to turn 2.
pp. 28-29, Remove sentence 'In the Advanced game only . . . occupies'.
p. 32, Change (35.0) to (25.0), (32.5) to (22.6), and (31.7) to (23.5).

Does anyone remember *PARLIAMENT,* a privately-published (mimeo?) multi-player game of party politics and government-coalition building? We would appreciate hearing from anyone who has a copy in their collection, or who knows how we can acquire a copy or get in touch with the designer. The game was published about ten years ago, and had an enthusiastic following at one time, though rumor has it that there were problems with the design. If you played this game we would like to know your opinion.

The ten winners of *AIR FORCE* Contest 102 were: M. Thufeen, Boise, ID; S. Cannon, Seattle, WA; S. Overton, Odessa, TX; K. Roth, Hanover Park, IL: B. Evans, Enid, OK; D. Anthony, Houston, TX; E. Gray, Hawthorne, CA; J. Reeves, Spokane, WA; C. Van der Beken; Darmstadt, W. Germany; and G. Cutler, Brooklyn, NY.

The solution to contest No. 103 was for the Dutch 2-4-3s to occupy L7 and M9, while two of the Belgian 3-5-3s and a 1-1-4 occupied Liege with the remaining Belgian 3-5-3 in Antwerp. The primary purpose of the Dutch and Belgian placement is to prevent German penetration during the opening movement phase. The Dutch units are used to screen Liege and Antwerp. Liege is AV proof. A secondary consideration is to tie down as many German troops as possible. Any German casualties inflicted are an added bonus. Properly executed, the German August, 1914 move will always take out Belgium and Holland. The Allied player's goal is to minimize the German penetration as a result of his August, 1914 turn.

OPPONENTS WANTED

OPPONENTS WANTED

OPPONENTS WANTED

READER BUYER'S GUIDE

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Operational Level Game of Carrier Strikes in the Pacific

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INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15." For games with more than one version give two game length ratings; one for the shortest scenario and another following a slash mark "/" for the longest scenario or Campaign Game.

Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality _____
2. Mapboard _____
3. Components _____
4. Ease of Understanding _____
5. Completeness of Rules _____
6. Play Balance _____
7. Realism _____
8. Excitement Level _____
9. Overall Value _____
10. Game Length ____/

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to routing the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil *THE GENERAL's* version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of *THE GENERAL*. With this we can generate a consensus list of what's being *played* . . . not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____

2. _____

3. _____

Opponent Wanted 50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a $1.00 token fee. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Afrika Korps—AK, Air Force—AF, Alexander—AL, Amoeba Wars—AW, Anzio—AZ, Arab-Israeli Wars—AIW, Assault On Crete/Invasion Of Malta—AOC, Bismarck—BIS, Black Spy—BS, Blitzkrieg—BL, Battle Of The Bulge—BB, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Down With The King—DWTK, Feudal—FL, Flat Top—FT, Fortress Europa—FE, France 40—FR, Fury In The West—FITW, Gettysburg—GE, Gladiator—GL, Guns Of August—GOA, Jutland—JU, Kingmaker—KM, The Longest Day—TLD, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Origins—OR, Outdoor Survival—OS, Panzerblitz—PB, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Samurai—SA, Squad Leader—SL, Stalingrad—STAL, Starship Troopers—SST, Storm Over Arnhem—SOA, Source Of The Nile—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Tobruk—TB, Trireme—TR, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo-WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

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NAME_____ PHONE_____

ADDRESS_____

CITY_____ STATE____ ZIP_____

Contest No. 104

It is early in the match (last combat resolution step of the final phase in turn #1) of a campaign game and gladiator "A" is already wounded. Determine the best combination of attack and defense allocations for gladiator "A", to inflict significant injuries to gladiator "B" while still retaining a skillful defense.

GIVEN

1. Both gladiators are "Lights".
2. Gladiator "A":
a. Physical characteristics: TR = 7, ST = 5, AG = 1, CON = 4, W = 13.
b. Has "C" armor in the groin area and is armed with a sword and large shield.
c. Has received 4 arm wounds and 1 stun.
3. Gladiator "B":
a. Physical characteristics: TR = 9, ST = 0, AG = 1, CON = 3, W = 9.
b. Has "A7" armor for the head area, "C" armor for the groin and is armed with a sword and small shield.
c. Is left-handed and has dropped his shield.

Attack & Defense Allocations

1	2	3	4	5		1	2	3	4	5
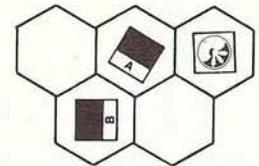
Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles

1. _____
2. _____
3. _____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

Scenario L

THE LONG ROAD
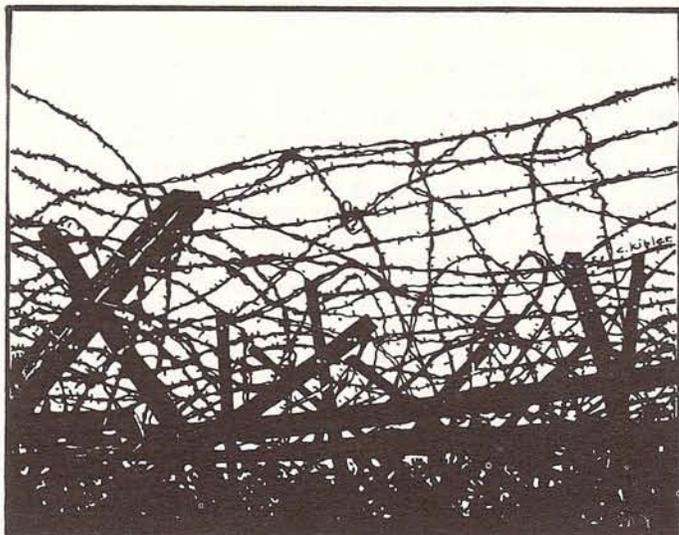
SOUTH OF ANDRIBA, MADAGASCAR, September 16th, 1942: The King's African Rifles with detachments of A Squadron, 1st Armoured Car had worked their way from the port of Majunga halfway to the capital city Tananarive, The Vichy defenders were handicapped both by the limited means at their disposal and the mixed emotions of many of their men. The Commonwealth troops at once represented both the best hope for a revived France and invaders of French soil. After a number of false starts and a series of minor demolitions the Vichy decided to block the major road to the capital as a matter of honor.

Board Configuration

N ▲

[5]
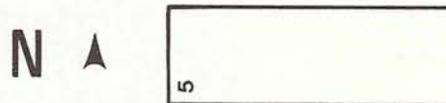
VICTORY CONDITIONS

To win, the Commonwealth player must exit five squads, one leader, and one Armored Car with functioning armament south of hexes X10, Y10 or Z10 by game's end.

TURN RECORD CHART

| ⊙ Vichy sets up first	1	2	3	4	5	6	7	8	9	END
⊙ Commonwealth moves first										

⊙ **Vichy forces:** May setup hidden anywhere between hexes Q and FF inclusive south of any hex numbered three inclusive;

9-1	7-0	4-5-7	1-8-8	MMG 4-11 B12	WIRE
		6		2	4

⊙ **Commonwealth forces:** Enter on or within two hexes (thus each entry is 5 hexes wide) of any one north edge road;

8-1	8-0	7-0	4-5-7	LMG 2-7 B11+	26 -5 ATR 1/2/4
			10	2	2

SPECIAL RULES

L.1 All bridges are destroyed.

L.2 Vichy MMGs have a breakdown number of 10.

L.3 Vichy units may setup hidden in nonwoods gully hexes but are exposed the instant any Commonwealth unit achieves LOS to that hex.

L.4 The Commonwealth player is allowed only two scouts for the entire game.

L.5 Note that boresighting is allowed and that the armored cars cannot enter wire hexes.

AFTERMATH! In the face of substantial fire the Commonwealth troops attacked "with gusto". Gusto not withstanding, the combination of Vichy fire and hastily constructed abatis forced the African units to find a detour. The Commonwealth flanking maneuver permitted the advance to continue in the morning. On November 5th the Vichy units in Madagascar formally surrendered.